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THE

CHESS WORLD:

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A MAGAZINE

DEVOTED TO THE

CULTIVATION OF THE GAME OF CHESS;

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Games & Problems by the First Masters;

WITH

A VARIETY OF ARTICLES, ORIGINAL AND SELECTED,

ON THE SUBJECT OF CHESS.

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The Chess World.

THE AUTOMATON CHESS PLAYER.

AT this moment, when a successor to Kempelen's Automatic Chess Turk is exciting the curiosity of the public in London, the following account of the destruction of that famous mechanical enigma may not be uninteresting. It was written for the *American Chess Monthly*, a few years back:—

THE LAST OF A VETERAN CHESS PLAYER.

One of the most famous personages of the last hundred years has passed away, and it would, indeed, be neglectful to omit some notice of one whose long life has been a series of such strange vicissitudes and changing fortunes. A constitution of iron enabled him to endure with patience long voyages, changing climates, and many sad reverses. His paradoxical existence has at last come to a close, and we are now called upon to allude to the incidents of a career more than usually eventful.

The subject of our sketch was born of reputable parentage, about the close of the year 1769, in the city of Presburg, in Hungary. If he ever had a mother, history has failed to record her name. His paternal relative was a Hungarian official of good birth and fair character. Although himself a christian, he had the singular caprice of clothing his child in oriental attire, and even obliged him to wear, during his whole life, the outward emblems of the creed of Mahomet From his earliest years the lamented departed wore a look of solemn gravity He never smiled, and was rarely heard to speak. Though compelled, by circumstances of primitive formation, to remain seated during many long years, and though gifted by illiberal Nature with the use of but one arm, he exhibited signs of a clear and precocious intellect.

It is, however, but little to his credit, that he beat his father before he was six months old, and not long after, waged successful war against his legitimate sovereign, the Empress Maria Theresa. Later in life, he was the friend of Franklin, the opponent of George the Third, and Louis the XV.—the slave of Eugène de Beauharnais—the conqueror of Napoleon—the favorite of Frederick the Great, and the Grand Turk—to-day a pet of aristocratic circles—to-morrow the denizen of a garret.

In the course of his long and industrious life, he accumulated a large estate, which he survived to see wasted by the extravagance of another. He perished, at

last, like St. Laurence, amid devouring flames, shedding no tears, and meeting his fate with the tranquil resignation of a man in a box, with anchylosis of both inferior extremities. As a republican, he must undoubtly claim our respect, since, perhaps, no other man has ever checked the march of so many kings as he.

The writer of this sketch was near the deceased at the time of his death. It was in Philadelphia, on the night of the 5th of July, 1854, about half-past ten o'clock. The east roof of the National Theatre was a mass of whirling flames. The front of the Girard House was on fire. A dozen dwellings were blazing fiercely, and the smoke and flame were already curling in eddies about the roof, and through the windows of the well known Chinese Museum. At the eastern end of this building, nearest to the fire, our friend had dwelt for many years. Struggling through the dense crowd, we entered the lower hall, and passing to the far end, reached the foot of a small back stair case. The landing above us was concealed by a curtain of thick smoke, now and then alive, as it were, with quick tongues of writhing flame. To ascend was impossible. Already the fire was about him. Death found him tranquil. He who had seen Moscow perish, knew no fear of fire. We listened with painful anxiety. It might have been a sound from the crackling wood-work, or the breaking window-panes, but, certain it is, that we thought we heard, through the struggling flames, and above the din of outside thousands, the last words of our departed friend, the sternly whispered, oft-repeated syllables, *echec! echec!!*

If, gentle reader, you are above the age of twenty years, you will remember amidst your early reminiscences, the far-famed Mælzel's exhibition. There is a long row of wide-awake little faces on the front bench. The wild eyes of childhood are watching the nimble puppets. A paynim-puppet cuts deftly off a puppet's head, and tiny tumblers leap and bound, and Lilliputians ride more desperately than bigger men, and fight and quarrel in similar fashion. You will remember, also, the little oyster woman, with her sugar bivalves, which none but the little girls got; and how you wished you too were a girl for the nonce, all for the love of sugar-oysters. Then Moscow burned for the thousandth time, and while Napoleon fled and Frank and Cossack rode and ran, you avowed to your big brother that it was great fun, and you'd just like to come every night, always. And then those babies, whose squeezed stomachs gutturally groaned *ma ma, pa pa*, you can buy them in any toy-shop now-a-days. That stalwart trumpeter, so gifted with unbounded lungs, we shall not soon forget him; and last, and, perhaps, least for you, that joy of your elders—the Automaton Chess-player, the Turk—even he, with his oriental silence and rolling eyes, would haunt your nightly visions for many an evening after. Since then we have known *him* better, and we confess to this day a certain mysterious awe of his eternal cross-leggedness, his turbaned front, and left-handed activity.

It is our intention to record as briefly as possible, the incidents of the Turk's career, touching both lightly and briefly on the better known points.

Perhaps no secret was ever kept as the Turk's has been. Guessed at, in part, many times, no one of the several explanations in our possession has ever practically solved this amusing puzzle. For several years the Turk was owned by a company of Philadelphia gentlemen. All of them were aware of the secret. It was, however, a self-guarded trust, since few who had seen the interior arrangements of the automaton would have been able to expound his puzzling anatomy. Half in jest, then, and partly from the above named consideration, the secret has keen kept. There are no longer any reasons for concealing from the amateurs of chess the solution of this ancient enigma. Wolfgang, Baron von Kempelen, the inventor of the automaton chess-player, was born in Hungary, about the year 1723. He was an aulic councillor of the royal chamber of the Hungarian States; a man of extraordinary mechanical ability, a good naturalist, and an excellent artist. A pamphlet by K. G. von Windisch, Basle, 1783, gives the best account of him. He seems to have devoted a lifetime to mechanics. Among the fruits of his skill were the Cascades at the Castle of Schönbrunn, and an automaton which pronounced some thirty words and a few phrases.

In the year 1769, while at Vienna on official business, von Kempelen was present at an exhibition of magnetic experiments by one Pelletier, a Frenchman. The Empress Maria Theresa was also present. In conversation with her majesty, Kempelen intimated that he could make a machine whose results would be more surprising than those which they were then witnessing. The curiosity of the Empress was excited, and at her request the councillor constructed, some six months after, the well known Automaton Chess-player.

The automaton made his *début* at Vienna in the Imperial presence. Thence von Kempelen removed it to Presburgh, his residence, where for some time he amused his leisure with its exhibition to a crowd of savans, who flocked from far and near to view the wonder.

At the present day it is difficult to conceive of the eager curiosity with which the Turk was everywhere greeted—and it is to be remembered, that at this early period his performances were regarded as the *bona fide* results of mere mechanical arrangements. The inventor himself by no means encouraged this view of his invention, and he very honestly represented it as a bold and fortunate illusion.

At this time the Turk had no vocal powers, and instead of the fatal *échec*, nodded his head three times. No false moves disconcerted him; he quietly replaced the piece, and shook his head as if displeased. Besides the constant good fortune of the automaton in his ordinary chess conflicts, he performed a feat at chess which seems to have excited even more wonder than his successful play. We allude to the problem of the Knight's move. This must have been solved by von Kempelen or his assistant. At present we believe it is well understood, and may be found explained in various chess books. In his exhibitions, as described by contemporaries, von Kempelen opened all the doors of

the chest at once, raised the clothes from the mass of clockwork which formed the Turk's body, and even exposed the hollow cavity of the Turk's limbs. A mysterious casket was invariably placed on a side table. It afterwards disappeared, and was probably but a means of misleading the spectator. Von Kempelen soon tired of the *rôle* of showman, and we hear no more of the Turk until he reappears at court, by request of Joseph. Again crowds flocked to the levee of the inventor, and journals and newspapers spread far and wide the fame of the Turk's achievements.

Von Kempelen's pursuits made sad inroads upon his estate; accordingly we now find the automaton setting out on a tour of exhibition, destined to replenish the pockets of his master the councillor.

In the year 1783, the Android encountered the Chess-king, Philidor, at the Café de la Régence, at Paris. Before the Philidors and Legals of this famous resort, the crescent of the Turk grew pale, and he met with a number of reverses. Here, also, he played with Franklin, who was then at Passy, and whom von Kempelen especially invited, by letter, now in the collection of the Philosophical Society, of Philadelphia. In Berlin, the Turk met with better fortune. He conquered the courtiers of the Great Frederick, and with a sad want of complaisance, overcame that monarch himself. The king seems to have avenged himself by purchasing the Turk; we can imagine the result; a good round sum to von Kempelen. The top of the commode is removed, and the secret, complex from its sheer simplicity, is revealed to the resentful king. So von Kempelen goes smiling back to Presburg, and the Turk sits sullen in a garret at Potsdam. When Napoleon entered Berlin, in 1806, somebody thought of the neglected Turk, and Mr. Mælzel, a clever mechanician, was ordered to inspect and repair the dusty old enigma. From cobwebbed dreams of King Fritz, and the brave Empress, the veteran Chess-player, awakened to encounter a greater than they, fresh from the field of recent victories. On this remarkable meeting we may dwell for a moment, since its history has been faithfully preserved by an eye-witness, and has never before met the public view.

The Emperor, on this occasion, signified his wish to do battle with the Turk, and, accordingly, Mr. Mælzel arranged a second table, near that of the Turk, proposing to repeat the moves on both tables. This was Mælzel's usual mode of exhibition. Napoleon characteristically overstepping the barrier which separated the Turk from the audience, struck his hand on the automaton's chess-board, and exclaimed, "I will not contend at a distance! We fight face to face." A grave nod indicated the Turk's assent, and the game began. The Emperor was disastrously vanquished. Shortly afterwards, a second exhibition was ordered. On this memorable occasion, the Emperor placed a large magnet on the automaton's board. Mælzel smilingly moved the iron, so as not to embarrass the game. The Turk played on, with his usual skill; the fatal *échec* was heard again and again, and a second time Napoleon was defeated.

To be concluded in our next.

THE RUY LOPEZ, OR SPANISH OPENING.

THE *Leipsic Schachzeitung* for January contains the following rather interesting paper on the inveterately vexed question of a defence to the *Ruy Lopez Knight's Opening*.

It is the natural duty of a Chess Magazine, as an organ for the promotion of the game, to give attention to every contribution which tends to develope the theory of the openings; more especially to such as concern *débuts*, which happen at the time to be particularly in vogue. For this reason our Magazine has occupied itself considerably during the last few years with the Evans' Gambit, and with the Spanish Game. In the case of the latter, indeed, we have rejected no contributions which seemed to lessen the difficulty of the defence. Last year we published, among others, an attempt by a very able amateur of the game, at Mecklenburgh, to prove that the line of defence—

1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	*B. to Q. B. fourth*
4. P. to Q. B. third	*P. to K. B. fourth*

which all the books decried as unsatisfactory, was a valid one.

We devoted considerable space to the variations of the amateur in question—Dr. A. Schliemann, in Schwerin—and to-day we publish another contribution from the same source, although we do not estimate the defence he advocates so highly as the ordinary one.

An objection raised from another quarter upon the point whether, after—

1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	B. to Q. B. fourth
4. P. to Q. B. third	P. to K. B. fourth
5. P. to Q. fourth	P. takes K. P.
6. B. takes Kt.	Q. P. takes B.
7. Kt. takes K. P.—	

It is advisable for Black to play—

7.	B. to Q. third

on account of—

8. Q. to K. R. fifth (check)—

is contested with great energy by Mr. Schliemann, who, after the following moves, prefers Black's game :—

8. Q. to K. R. fifth (check)	P. to K. Kt. third
9. Kt. takes Kt. P.	Kt. to K. B. third
10. Q. to K. R sixth	R. to K. Kt. square
11. Kt. to K. B. fourth	B. to K. B. square
12. Q. to K. third	

[If Q. to K. B. fourth, Black would answer with B. to Q. third.]

And Black's game is safe.

Our opinion, in the interests of the defence, is that Black would do better if at move 7, instead of B. to Q. third, he played 7. Q. to Q. fourth.

We reserve to ourselves the right of returning to the subject; but now, as we promised, shall allow our Chess friend to speak for himself, as his communication contains some highly interesting combinations.

"In the May number of last year, I endeavoured to prove that the move—

3.	B. to Q. B. fourth

in the Spanish Opening offers a sufficient defence in connection with—

4. P. to Q. B. third	P. to K. B. fourth
5. B. takes Kt.	Q. P. takes B.
6. Kt. takes K. P.	B. to Q. third

That variation is not thoroughly correct. It is hardly possible it should be, when the Analysis turns on new moves. In my opinion, however, this move is not only perfectly safe, but is, besides, the best move at Black's disposal. I enclose you five games, part played with Mr. Kade of this town, and part with Kliefoth, in which I have adopted this move in the defence, as I have in a great many other games at the same opening. These games will perhaps contribute towards our obtaining a decisive judgment on the above move, as they exhibit some corrections on previous analyses of the defence.

GAME I.

White. (Mr. Kade.)	*Black.* (Dr. Schliemann.)
1. P. to K. fourth	P. to K. fourth.
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	B. to Q. B. fourth
4. P. to Q. B. third	P. to K. B. fourth
5. P. to Q. fourth	P. takes K. P.
6. B. takes Kt.	Q. P. takes B.
7. Kt. takes K. P.	B. to Q. third
8. Q. to K. R. fifth (check)	P. to K. Kt. third
9. Kt. takes Kt. P.	Kt. to K. B. third
10. Q. to K. R. fourth	R. to K. Kt. square
11. Kt. to K. fifth	B. takes Kt.

[**The only correct move for Black.**]

12. P. takes B.	Q. to Q. sixth (best)
13. P. to K. R. third	B. to K. third
14. P. takes Kt.	Castles
15. B. to Q. second	

[**If Q. to K. R. fifth, the reply is B. to K. Kt. fifth.**]

15.	P. to K. sixth
16. P. to K. B. seventh	

[This is merely desperate. It would be useless to play his Q. to K. R. sixth, because of B. to Q. B. fifth, followed by K. R. to K. square. It would be equally useless to play P. takes P. because of R. taking K. Kt. Pawn.]

16.	P. takes B. (check)
17. K. to Q. square	B. takes K. B. P.
18. Q to K. B. fourth	B. takes Q. R. P.

And Black won.

In another game, White for his thirteenth move took the Kt. with his Queen, but without advantage, because of—

13.	B. to K. Kt. fifth
14. P. to K. B. third	P. takes P.
15. P. takes P.	R. to K. B. square

If now—

16. Q. to K. R. sixth	Castles

And if—

16. Q. to Kt. fifth	B. takes P., &c.

Again,—

13. P. takes Kt.

would also be useless, for

13.	B. to K. Kt. fifth
14. P. to B. seventh (check)	K. to Q. second
15. P. to K. B. third	P. takes P.
16. Q. to K. B. second	Q. R. to K. square (check), &c.

Or—

14. P. to K. B. third	P. takes P.
15. Q. to B. second	P. takes P., &c.

GAME II.

White. (Mr. Kade.) *Black.* (Dr. Schliemann.)

The first nine moves on each side were the same as in Game I.

10. Q. to K. R. sixth	R. to K. Kt. square
11. Kt. to K. fifth	R. takes K. Kt. P.
12. B. to K. B. fourth	P. to K. sixth
13. P. takes P.	B. to K. B. fourth
14. Kt. to Q. second (bad)	B. to K. B. square
15. Q. to K. R. fourth	R. takes Kt.
16. B. to K. Kt. fifth	Q. to Q. fourth
17. K. takes R.	Q. to K. Kt. seventh (check)
18. K. to Q. square	Q. takes R. (check)

Black wins.

GAME III.

White. (Mr. Kade.) *Black.* (Dr. Schliemann.)

The first eleven moves were the same on each side as in Game II.

12. P. to K. R. third	B. to K. B. fourth
13. Q. to K. B. fourth	

[If White had played 13. B. to Kt. fifth, Black would have replied with B. takes Kt., and, if then P. takes B., White would have moved Kt. to K. Kt. square, and although White would have gained a Pawn it would not have benefitted him because of the threatened advance of P. to K. sixth.]

13.	B. to K. Kt. third
14. K. to B. square	Kt. to Q. fourth
15. Q. to K. R. sixth	B. to K. B. square
16. Q. to Q. second	P. to K. sixth

And Black wins.

GAME IV.

White. Mr. Kade. *Black.* Dr. Schliemann.

1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	B. to Q. B. fourth
4. Castles	

[The question here is whether Castling is good, and whether Black can advantageously play P. to K. B. fourth in answer. As far as the writer has examined the position, it appears to him that Black will lose a Pawn, but will have a superior position and the attack.]

4.		P. to K. B. fourth
5.	B. takes Kt.	Q. P. takes B.
6.	Kt. takes K. P.	Kt. to K. B. third
7.	P. takes K. B. P.	Q. B. takes P.
8.	R. to K. square	Castles

[White's object in moving the Rook was to compel Black to Castle on the King's side.]

9.	P. to Q. B. third	B. to Q. sixth
10.	Q. to Q. Kt. third (check)	K. to R. square
11.	Kt. to B. seventh (check)	R. takes Kt.
12.	Q. takes R.	Kt. to K. Kt. fifth
13.	R. to K. third	B. takes R.

[White has apparently no better moves.]

14.	B. P. takes B.	Q. to K. B. square
		or Q. to Q. R. fifth

And Black won.

GAME V.

	White. (Mr. Klieforth.)	*Black.* (Dr. Schliemann.
1.	P. to K. fourth	P. to K. fourth
2.	Kt. to K. B. third	Kt. to Q. B. third
3.	B. to Q. Kt. fifth	B. to Q. B. fourth
4.	P. to Q. B. third	P. to K. B. fourth
5.	B. takes Kt.	Q. P. takes B.
6.	Kt. takes K. P.	B. to Q. third
7.	Q. to K. R. fifth (check)	P. to K. Kt. third
8.	Kt. takes Kt. P.	Kt. to K. B. third
9.	Q. to K. R. sixth	R. to K. Kt. square
10.	Kt. to K. R. fourth	R. to Kt. fifth

[This is the best move Black can play.]

11.	Kt. takes P.	B. to K. B. square
12.	Q. to K. R. third	R. takes K. P. (check)
13.	K. to Q. square	Q. to Q. fourth
14.	Kt. to K. third	B. takes Q.
15.	Kt. takes Q.	B. to Kt. fifth (check)
16.	P. to K. B. third	P. takes Kt.
17.	P. takes B.	Kt. takes P.
18.	K. to Q. B. second	Castles
19.	P. to K. R. third	Kt. to K. B. seventh
20.	R. to K. B. square	R. to K. seventh
21.	P. to Q. Kt. fourth	P. to Q. fifth
22.	P. takes P.	R. to Q. fifth taking P.
23.	Kt. to Q. B. third	R. to Q. B. fifth
24.	P. to Q. R. third	B. to K. Kt. second
25.	K. to Kt. third	B. takes Kt.
26.	P. takes B.	P. to Q. Kt. fourth
27.	B. to Kt. second	Kt. to K. fifth
28.	R. to K. B. fifth	P. to Q. B. fourth
29.	R. to Q. square	

[This move was a mistake, but no other move could have saved White's game, as was proved in subsequent back games. At move 24 white could have made a drawn battle.]

29.		R. takes Q. B. P. (check)

And Black won.

GAMES.

The three games which immediately follow we are permitted to extract (with the notes by Messrs. de Rivière and Neümann) from the forthcoming Book of the Paris International Chess Congress of 1867.

Game I.

Between Messrs. Steinitz and de Rivière.

(Sicilian Opening.)

Black. (Mr. Steinitz.)	*White.* (Mr. de Rivière.)
1. P. to K. fourth	P. to Q. B. fourth
2. Kt. to Q. B. third	

["This is the best move. If—

2. Kt. to K. B. third	P. to K. third
3. P. to Q. fourth	P. takes P.
4. Kt. takes P.	Kt. to K. B. third

And we prefer White's position."]

2.	P. to K. third

["It would have been better, perhaps, to reply by Kt. to Q. B. third, and if Black developes himself by P. to K. Kt. third and B. to Kt. second, White would restrain the action of the Bishop by P. to K. fourth."]

3. P. to K. Kt. third	Kt. to Q. B. third
4. B. to K. Kt. second	Kt. to K. B. third
5. K. Kt. to K. second	P. to Q. fourth
6. P. takes P.	P. takes P.
7. P. to Q. fourth	B. to K. third
8. Castles	P. takes P.
9. K. Kt. takes P.	B. to Q. B. fourth
10. Kt. to Q. Kt. third	

["The combination of Mr. Steinitz depends on the weakness of his adversary's isolated Pawn."]

10.	B. to Q. Kt. third
11. B. to K. Kt. fifth	Kt. to K. second

["In adopting this move, White knew that he should lose the K. Kt. Pawn, but he hoped to obtain compensation by forming an attack through the open Kt.'s file."]

12. Q. to K. B. third	Q. to Q. second
13. B. takes Kt.	P. takes B.
14. Q. to B. sixth, taking P.	Castles on Q.'s side
15. P. to Q. R. fourth	P. to Q. R. third

["If—

15.	P. to Q. R. fourth
16. Kt. to Q. Kt. fifth	Kt. to Q. B. third

To avoid the loss of a Pawn.

17. K. R. to Q. square

And Black has the better game."]

16. P. to Q. R. fifth	B. to Q. R. second
17. Q. Kt. to Q. R. fourth	Kt. to Q. B. third

["This was useless; he would have done better by playing K. R. to K. Kt. square."]

18. K. Kt. to Q. B. fifth	Q. to K. square
19. K. R. to K. square	R. to Q. third
20. Q. R. to Q. square	Q. to Q. square
21. Q. takes Q. (check)	K. R. takes Q.
22. Kt. takes B.	P. takes Kt.
23. B. to K. R. third	

["Black accurately appreciates the embarrassed situation of his adversary and saw the important part this Bishop would play."]

23.	R. to K. B. square

["Having no power to save the Pawn, it was only by a counter attack he had a chance of success."]

24. B. takes P. (check)	K. to B. second
25. Q. R. to Q. second	Kt. to Q. square
26. B. to K. R. third	Q. R. to K. B. third
27. K. R. to K. second	P. to K. R. fourth
28. K. to Kt. second	P. to K. R. fifth
29. P. to K. B. fourth	P. takes P.
30. P. takes P.	R. to K. Kt. square
31. K. to B. third	Kt. to K. B. second
32. R. to K. seventh (check)	K. to Q. third
33. R. to Q. seventh (check)	K. to Q. B. third
34. R. takes Kt.	

["Well played; the Bishops being on different coloured squares, it is his interest to exchange his Bishop for the Knight."]

34.	R. takes R.
35. B. to K. sixth	K. R. to K. Kt. second
36. B. takes P. (check)	K. to B. second
37. B. takes R.	R. takes B.
38. P. to K. Kt. fourth	R. to K. second
39. R. to K. second	R. takes R.
40. K. takes R.	K. to Q. third
41. P. to K. Kt. fifth	K. to Q. fourth
42. K. to B. third	B. to Q. Kt. square
43. K. to K. Kt. fourth	

And White resigned.

Game II.

Between Messrs. Kolisch and Winawère.

Black. (Mr. Winawère.) *White.* (Mr. Kolisch.)

(*Sicilian Opening.*)

1. P. to K. fourth	P. to Q. B. fourth
2. P. to K. B. fourth	P. to K. third

3. Kt. to K. B. third	P. to Q. fourth
4. B. to Q. Kt. fifth (check)	B. to Q. second
5. B. takes B. (check)	Kt. takes B.
6. P. takes P.	P. takes P.
7. Castles	B. to Q. third
8. Kt. to Q. B. third	Kt. to K. second
9. P. to Q. third	

["P. to Q. fourth appears to us a stronger move."]

9.	Kt. to K. B. third
10. K. to R. square	P. to Q. R. third
11. P. to Q. fourth	Q. to Q. B. second
12. P. takes P.	B. takes Q. B. P.
13. Kt. to K. fifth	Castles on K.'s side
14. R. to K. B. third	

["Mr. Winawère commences the attack too precipitately; he should first have brought the Queen's Pieces into play."]

14.	Q. R. to Q. square

["Mr. Kolisch's forces are better developed, while his isolated Pawn is easy to defend."]

15. Kt. to Q. third	B. to Q. R. second
16. P. to K. B. fifth	P. to Q. fifth
17. Kt. to K. second	K. Kt. to Q. fourth
18. Q. Kt. to K. B. fourth	K. R. to K. square
19. Kt. takes Kt.	Kt. takes Kt.
20. R. to K. Kt. third	Kt. to K. sixth
21. B. takes Kt.	P. takes B.
22. Q. to K. Kt. fourth	P. to K. B. third
23. Q. to K. second	R. to K. fifth
24. R. to K. B. third	R. to Q. B. fifth
25. R. to Q. B. square	Q. to Q. R. fourth
26. R. to Q. square	Q. takes Q. R. P.
27. Kt. to Q. Kt fourth	

["An error; Black thought to draw the game, but he had not calculated his adversary's response of R. to Q. fifth after the exchange of Rooks."]

27.	R. takes R. (check)
28. Q. takes R.	R. to Q. fifth
29. Q. to K. square	R. takes Kt.
30. P. to K. Kt. third	Q. to Q. fourth
31. K. to Kt second	Q. to Q. seventh (check)

And after a few more moves Mr. Winawére resigned.

Game III.

Between Messrs. Winawère and From.

(Centre Gambit.)

White. (Mr. From.)	*Black.* (Mr. Winawère.)
1. P. to K. fourth	P. to K. fourth
2. P. to Q. fourth	

["This move does not lead to the same variations as the Scotch Gambit, because the second player can defend himself after the moves 3. P. takes P., 3. Kt. to K. third by 3. B. to Q. B. fourth."]

2.	P. takes P.
3. P. to Q. B. third	P. to Q. fourth

["He can take P. with P., but the defence is then very difficult. See the observations of M. Von der Lasa in the *Leipsic Gazette* of July, 1867."]

4. Q. takes P.

["The correct move is to take Pawn with Pawn."]

4.	P. takes P.
5. Q. takes P. (check)	Q. to K. second
6. B. to Q. third	Q. takes Q. (check)
7. B. takes Q.	Kt. to K. B. third
8. B. to K. B. third	B. to Q. third
9. B. to K. Kt. fifth	Q. Kt. to Q. second
10. Kt. to Q. second	Castles
11. Castles	P. to K. R. third
12. B. to K. R. fourth	R. to Q. Kt. square
13. P. to Q. Kt. fourth	

["Feebly played."]

13.	P. to K. Kt. fourth
14. B. to K. Kt. third	Kt. to Q. Kt. third
15. P. to K. R. fourth	B. takes B.
16. P. takes B.	Kt to K. Kt. fifth
17. Kt. to K. fourth	B. to K. B. fourth
18. B takes Kt.	B. takes Kt.
19. R. to K. R. second	P. to K. B. fourth
20. B. to K. B. third	Q. R. to K. square
21. P. takes P.	P. takes P.
22. R. to K. B. square	

["We do not see with what intention this move was made."

22.	K. to Kt. second
23. R. to K. R. fifth	P. to K. Kt. fifth

["The position is such that it affords no scope for brilliant combinations; Mr. Winawère, therefore, wisely takes advantage of the weakness of his enemy's Pawns."]

24. B. to Q. square	B. to Q. sixth
25. R. to K. B. second.	R. to K. sixth
26. R. to K. Kt. fifth (check)	K. to K. R. third
27. R. takes Kt. P.	P. takes R.
28. R. takes R.	R. takes P.
29. Kt. to K. second	B. takes Kt.
30. B. takes B.	R. takes K. Kt. P.
31. K. to Q. second	K. to Kt. fourth
32. K. to K. square	Kt. to Q. fourth
33. R. to K. Kt. eighth (check)	K. to B. fifth
34. R. to K. B. eighth (check)	K. to Kt. sixth

35. R. to K. eighth	Kt. to K. B. fifth
36. B. to Q. square	R. takes Q. R. P.
37. R. to K. Kt. eighth	Kt. to. Kt. seventh (check)
38. K. to B. square	R. to K. B. seventh (check)
39. K. to Kt. square	Kt. to K. sixth
40. R. takes P. (check)	Kt. takes R.
41. B. takes Kt.	R. to Q. B. seventh

And Mr. From resigned.

Game IV.

The next two games were played some years back, at Dundee, between Mr. Kolisch and Mr. G. B. Fraser, and have never, we believe, been published.

(*Petroff's Defence.*)

White. (Mr. Kolisch.)	*Black.* (Mr. Fraser.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to K. B. third
3. B. to Q. B. fourth	Kt. takes K. P.
4. Kt. to Q. B. third	Kt. takes Kt.
5. Q. P. takes Kt.	P. to K. B. third
6. Castles	Kt. to Q. B. third
7. Kt. to K. R. fourth	Kt. to K. second
8. P. to K. B. fourth	

[B. to Q. third is also a very good move for sustaining the attack, and is likely to produce the following continuations:—

8. B. to Q. third	P. to K. Kt. third or (A)
9. P. to K. B. fourth	

White has the advantage.

(A)

8. B. to Q. third	P. to Q. fourth
9. Q. to K. R. fifth (check)	K. to Q. second
10. P. to K. B. fourth	

And again White has the superiority.]

8.	P. to Q. fourth

[Mr. Fraser thinks he ought rather to have played P. to K. fifth.]

9. B. to Q. Kt. fifth (check)	P. to Q. B. third
10. P. takes K. P.	

[This is ingenious and, we believe, original.]

10.	Q. to Q. Kt. third (check)
11. K. to R. square	Q. takes B.

[We should have preferred taking the Bishop with the Pawn.]

12. P. takes P.	P. takes P.
13. Q. to K. R. fifth (check)	K. to Q. square
14. R. takes P.	B. to Q. second
15. P. to Q. R. fourth	

[Is this as strong a move as B. to K. Kt. fifth?]

15.	Q. to Q. B. fifth
16. B. to K. B. fourth	

[Needful to prevent the exchange of Queens; and a proof, we think, that White's 15th move was imprudent.]

16.	Q. to K. fifth
17. Kt. to K. B. third	B. to K. Kt. second

[The position now is extremely critical for Mr. Fraser, notwithstanding his having a piece more than his opponent.]

18. R. to B. seventh

[Had he played the natural move of Kt. to Kt. fifth, the reply—a very good one—would no doubt have been B. to K. square. But if Black in reply were to take the Rook, he would come off badly, we believe. For suppose—

18. Kt. to Kt. fifth	B. takes R.
19. Kt. to B. seventh (check)	

Better than taking the Queen at once, we fancy.

19.	K. to K. square (best)
20. Kt. to Q. sixth (check)	K. to Q. square
21. Kt. takes P. (check)	K. to Q. B. square
22. Kt. to Q. sixth (check)	K. to Q. square
23. Kt. takes Q.	P. takes Kt.
24. Q. to K. B. seventh	Kt. to Q. fourth
25. P. to Q. B. fourth	B. to K. second
26. P. takes Kt.	R. to K. B. square
27. B. to Q. B. seventh (check)	K. takes B.
28. Q. takes B.	

And White must win.

18.	B. to K. square

[White never recovers from the effect of this direful *coup*.]

19. B. to K. Kt. third

[Kt. to Kt. fifth would have been of no avail now; and to Q. R. to K. square, the sufficing answer is Q. takes B.]

19.	B. takes R.
20. Q. takes B.	Q. to K. Kt. third
21. Q. to K. B. fourth	

[The beginning of a general collapse.]

21.	R. to Q. B. square
22. R. to K. square	Kt. to K. B. fourth
23. B. to K. B. second	K. to Q. second
24. B. takes Q. R. P.	K. R. to K. square
25. R. to K. B. square	R. to K. fifth
26. Q. to Q. second	Q. R. to K. square
27. B. to K. B. second	R. to K. seventh
28. Q. to Q. B. square	Kt. to K. sixth

And Mr. Kolisch surrendered.

Game V.

Between the same antagonists.

(*Petroff's Defence.*)

Black. (Mr. Fraser.)	*White.* (Mr. Kolisch.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to K. B. third
3. Kt. takes P.	P. to Q. third
4. Kt. to K. B. third	Kt. takes P.
5. P. to Q. third	Kt. to K. B. third
6. P. to Q. fourth	P. to Q. fourth
7. B. to Q. third	B. to K. second

[B. to Q. third is the customary and, we think, the best move.]

8. B. to K. third	Castles
9. Castles	B. to K. Kt. fifth
10. P. to K. R. third	B. to K. R. fourth
11. P. to K. Kt. fourth	B. to K. Kt. third

[Mr. Kolisch wisely resisted the temptation to sacrifice his Knight for the two Pawns. It would not have been a profitable exchange for him.]

12. Kt. to K. fifth	P. to Q. B. fourth
13. P. to Q. B. third	P. to Q. B. fifth
14. B. takes B.	B. P. takes B.
15. Kt. to Q. second	Kt. to Q. B. third
16. P. to K. B. fourth	B. to Q. third
17. Q. Kt. to K. B. third	Kt. to K. fifth
18. K. to Kt. second	

[Mr. Fraser played this game with great ability almost to the end.]

18.	Q. to K. second
19. Q. to K. second	Q. R. to Q. square
20. Q. R. to K. square	B. to Q. Kt. square
21. Q. to Q. B. second	

[Preparatory to making the attack we shall see developed presently.]

21.	Q. to Q. third
22. P. to Q. Kt. third	P. to Q. Kt. fourth
23. B. to Q. B. square	

[Mr. Kolisch appears to have overlooked the full purport of this move, and to have thought that the object was only to win a Pawn, which he could frustrate by withdrawing his Kt.]

23.	Kt to K. B. third
24. P. takes P.	Kt. P. takes P.
25. Q. to Q. R. fourth	Kt. to K. second
26. B. to Q. R. third	Q. to Q. B. second
27. Kt. to Kt. fifth	Q. to Q. B. square
28. Kt. takes Q. B. P.	

[A fatal miscalculation. The more vexatious, too, because Mr. Fraser at this point had, unquestionably, a great advantage in position. He suggests that he

ought to have played *Kt. to K. sixth*, and presents the following variations to show that he must then have won :—

28. Kt. to K. sixth	Q. takes Kt.
29. Kt. takes Q. B. P.	

Taking the K. Kt. Pawn, though apparently good, does not turn out so on analysis. See (A).

29.	Q. to Q. B. third
30. Q. takes Q.	Kt. takes Q.
31. Kt. to K. fifth or (B)	Kt. to K. second
32. R. to Q. Kt. square	B. takes Kt.
33. B. P. takes P.	Kt. to K. fifth
34. R. to Q. Kt. seventh	R. takes R.
35. K. takes R.	K. to Q. B. third
36. R. to Q. B. seventh, &c.	

(A)

28. Kt. to K. sixth	Q. takes Kt.
29. Kt. takes Kt. P.	Q. takes R.
30. Kt. takes Kt. (check)	Q. takes Kt.
31. B. takes Q.	R. takes B.

And White has quite an equivalent for his Queen.

(B)

31. B. takes R.	R. takes R.
32. R. takes R.	P. takes Kt.
33. B. to K. seventh, &c.	
28.	P. takes Kt.
29. B. takes Kt.	Q. to Q. Kt. second (check)

And Mr. Fraser, after a few more moves, resigned.

Game VI.

Played between the Rev. W. Wayte and Mr. William Hampton.

(*Evans—Gambit declined.*)

Black. (Mr. Wayte.)	*White.* (Mr. Hampton.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	P. to Q. fourth
5. P. takes P.	Kt. takes P.
6. Kt. takes P.	

[Castling is safer play.]

6.	B. to Q. fifth.

[The best way to take advantage of Black's capture of the Pawn, is to move the Q. to K. Kt. fourth. If, instead, Kt. takes Q. P. the first player obtains an advantage by moving B. to Q. Kt. fifth (check) as is shown by Mr. Staunton, (*Chess Praxis*, p. 143.)

7. P. to Q. B. third	B. takes Kt.
8. Q. to Q. R. fourth (check)	P. to Q. B. third
9. Q. takes Kt.	P. takes P.
10. Q. to Kt. fifth (check)	K. to B. square

[White was not compelled to move his King, but he may have wished to tempt his opponent to play B. to Q. R. third prematurely.]

11. Q. takes Q. P.	Q. to K. second
12. Castles	

[It is hardly necessary to say that if he had played B. to Q. R. third he would have lost a Piece, by White replying with B. to Q.'s third (dis. check.)

12.	B. to Q. third
13. Q. takes B.	Q. takes Q.
14. B. to Q. R. third	Q. takes B.
15. Kt. takes Q.	P. to Q. R. third
16. K. R. to K. square	B. to Q. second
17. P. to Q. fourth	Q. R. to Q. B. square
18. Q. R. to Q. B. square	

[This is inferior to playing R. to K. third, because it enables White to impede the action of the men by throwing forward his Q. Kt. Pawn.]

18.	P. to Q. Kt. fourth
19. B. to Q. fifth	Kt. to K. B. third
20. B. to K. B. third	

[B. to Q. Kt. seventh is obviously useless.]

20.	B. to K. third
21. K. R. to K. second	Kt. to Q. fourth
22. B. takes Kt.	B. takes B.
23. Kt. to Q. Kt. square	P. to Q. Kt. fifth
24. P. to K. B. third	P. to K. R. third
25. K. R. to Q. B. second	P. takes P.
26. R. takes P.	R. to Q. square
27. P. to Q. R. third	K. to B. second
28. K. R. to Q. B. seventh (check)	K. to Kt. third
29. Kt. to Q. B. third	B. to Q. Kt. sixth
30. Kt. to K. second	K. R. to K. square
31. K. to B. second	B. to Q. R. fifth
32. Q. R. to Q. B. fifth	

[Threatening mate. Mr. Wayte is now reaping the full benefit from his extra Pawn.]

32.	P. to K. R. third
33. Kt. to K. B. fourth (check)	K. to R. second
34. P. to Q. fifth	R. to Q. third
35. K. R. to K. B. seventh	R. to Q. second

[Foreseeing Black's intention to double his Rooks on the K. Kt. Pawn.]

36. R. takes R.	B. takes R.
37. R. to Q. B. seventh	B. to Q. Kt. fourth
38. Kt. to K. sixth	K. to R. square
39. Kt. takes P.	R. to Q. square
40. Kt. to K. R. fifth	R. takes P.
41. Kt. takes P.	R. to Q. seventh (check)

42. K. to K. third — R. to K. seventh (check)
43. K. to Q. fourth — R. to Q. seventh (check)
44. K. to Q. B. third

And White resigns.

Game VII.

Between the Rev. W. Wayte and Mr. Thorold.

(*Centre Gambit.*)

White (Mr. Thorold.)	*Black* (Mr. Wayte.)
1. P. to K. fourth	P. to K. fourth
2. P. to Q. fourth	P. takes P.
3. P. to Q. B. third	P. takes P.
4. B. to Q. B. fourth	P. to Q. B. seventh
5. Q. takes B. P.	B. to Q. Kt. fifth (check)
6. B. to Q. second	B. takes B. (check)
7. Kt. takes B.	P. to Q. third
8. Castles	Kt. to K. second

[In a subsequent game Mr. Wayte played his Queen to K. B. third before bringing out his K. Kt., which seems preferable.]

9. P. to K. B. fourth	Castles
10. P. to K. B. fifth	Q. Kt. to Q. B. third
11. K. Kt. to K. B. third	B. to Q. second
12. P. to K. Kt. fourth	Kt. to Q. R. fourth
13. P. to K. Kt. fifth	Kt. takes B.
14. Kt. takes Kt.	P. to Q. Kt. fourth
15. Kt. to K. third	

[We should have been disposed to play this Kt. to K. fifth.]

15.	P. to K. B. third

[The advance of White's phalanx of Pawns must be checked, even at the risk of exposing the King.]

16. P. to K. R. fourth	P. to Q. R. fourth
17. P. takes P.	P. takes P.
18. Kt. to K. Kt. fourth	P. to Q. R. fifth
19. Kt. to K. R. sixth (check)	

[White has now so decisive an advantage that it is inconceivable why he did not finish the game off in a few more moves.]

19.	K. to R. square
20. Kt. to K. Kt. fifth	

[This is pretty; but surely Q. to K. Kt. second would have been much more forcible.]

20.	Q. to K. square
21. Kt. to K. sixth	Q. to K. R. fourth
22. Q. to Q. second	B. takes Kt.
23. P. takes B.	P. to Q. R. sixth

[By thus forcing an opening in the adverse King's intrenchment, Black hopes to gain an equivalent for the inevitable loss of the exchange.]

24. Kt. to B. seventh (check)

[We doubt very much this being White's best move.]

24.	R. takes Kt.
25. P. takes R.	P. takes P. (check)
26. Q. takes Q. Kt. P.	Q. takes K. B. P.
27. K. to Kt. square	Kt. to Q. B. third
28. K. R. to K. B. square	Kt. to K. fourth
29. Q. R. to Q. fifth	Kt. to Q. second

[This appears to ensure the gain of a Pawn in return, if the Q. Kt. P. be taken.]

30. R. takes Q. Kt. P.	Q. to Q. B. fifth
31. R. to K. square	

[It is pretty evident that White could not take the tempting K. B's. Pawn with his Rook, because of Q. taking K. P. (check), &c.]

31.	R. takes Q. R. P.

[Mr. Thorold has suffered his magnificent attack to dwindle away to nothing, and at this stage of the conflict may be said to have by no means a comfortable position.]

32. R. to Q. Kt. eighth (check)	K. to Kt. second
33. Q. takes R.	Q. takes Q. (check)
34. K. takes Q.	Kt. takes R.
35. R. to Q. Kt. square	Kt. to Q. R. third
36. R. to Q. Kt. seventh	K. to Kt. third
37. R. to Q. R. seventh	Kt. to Q. B. fourth
38. R. takes P.	Kt. takes P.
39. K. to Kt. third	P. to K. R. fourth
40. K. to B. fourth	Kt. to Q. seventh (check)
41. K. to Q. third	Kt. to K. B. sixth

And the game was abandoned as a drawn battle.

Game VIII.

Being the terminating *partie* in a little match played between Messrs. Rynd and White of the Dublin Chess Club.

(Muzio Gambit.)

White	*Black*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. Kt. to K. B. third	P. to K. Kt. fourth
4. B. to Q. B. fourth	P. to K. Kt. fifth
5. Castles	P. takes Kt.
6. Q. takes P.	Q. to K. B. third
7. P. to Q. third	B. to K. R. third
8. P. to K. fifth	Q. takes P.

9. B. to Q. second	Kt. to K. second
10. Kt. to Q. B. third	Q. Kt. to Q. B. third
11. Q. R. to K. square	Q. to K. B. fourth

[The credit of this line of defence is due, we believe to the eminent blindfold player, Mr. Paulssen.]

12. Kt. to Q. fifth	K. to Q. square
13. B. to Q. B. third	R. to K. square
14. Kt. to K. B. sixth	R. to K. B. square
15. Kt. to Kt. fourth	B. to Kt. fourth
16. B. to K. Kt. seventh	R. to K. square
17. P. to K. R. fourth	P. to Q. fourth

[If he had captured the proffered pawn, it would have cost him the game. *ex. gr.*—

17.	B. takes P.
18. Kt. to R. sixth	Q. to Q. B. fourth (check)
19. P. to Q. fourth	Q. takes B.
20 P. to Q. Kt. third	Q. to Q. fourth
21. Q. takes Q.	Kt. takes Q.
22. Kt. takes P.	

Mates.]

18. P. takes B.	Q. takes Kt.
19. B. takes Q. P.	Q. takes Q.
20. B. takes Q.	Kt. to K. Kt. third
21. B. takes Q. Kt.	P. takes B.
22. R. to Q. square	B. to K. Kt. fifth
23. R. to Q. second	K. to Q. second
24. P. to K. Kt. third	R. to K. seventh
25. R. takes R.	B. takes R.
26. R. to B. second	P. to K. B. sixth
27. R. to R. second	R. to K. Kt. square
28. R. takes K. R. P.	Kt. to B. square
29. R. to R. eighth	R. takes R.
30. B. takes R.	Kt. to R. second
31. B. to Q. fourth	Kt. takes P.
32. K. to B. second	P. to R. third
33. K. to K. square	K. to K. third
34. B. to K. third	K. to B. fourth
35. B. to K. B. fourth	Kt. to K. third
36. B. to K. third	K. to Kt. fifth
37. B. to B. second	Kt. to Kt. second
38. B. to Q. fourth	Kt. to B. fourth
39. B. to K. fifth	Kt. takes P.
40. B. takes P.	K. to R. sixth
41. B. to Q. Kt. sixth	K. to Kt. seventh
42. B. to B. second	P. to K. B. fourth
43. B. to Q. fourth	P. to B. fifth
44. B. to B. fifth	Kt. to B. fourth

And Black won the game.

Game IX.

Played in the New York Chess Tournament, between Mr. Perrin and Dr. Barnett.

(*Scotch Gambit.*)

Black (Mr. Perrin.)	*White* (Dr. Barnett.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. P. to Q. fourth	P. takes P.
4. B. to Q. B. fourth	B. to Q. B. fourth
5. P. to Q. B. third	P. to Q. sixth
6. P. to Q. Kt. fourth	B. to Q. Kt. third
7. P. to Q. Kt. fifth	Kt. to Q. R. fourth
8. B. takes Q. P.	P. to Q. third
9. P. to K. fifth	P. takes K. P.
10. Kt. takes K. P.	B. to K. third
11. Castles	Kt. to K. B. third
12. B. to Q. R. third	

[This hampers White's game considerably, and though he plays very ably to nullify its object, he is compelled to lose several moves before he equalises the positions.]

12.	Q. to Q. fourth
13. Q. to K. second	B. to Q. B. fourth
14. R. to Q. square	B. takes B.
15. Kt. takes B.	Q. to Q. B. fourth
16. Q. Kt. to Q. B. fourth	Kt. takes Kt.
17. B. takes Kt.	Castles
18. B. takes B.	P. takes B.
19. P. to Q. B. fourth	

[The New York critics are at issue regarding this move. Mr. Mackenzie condemns it, and thinks Kt. to Q. seventh preferable. Mr. Perrin, on the other hand, gives the following variation to prove the latter inferior to the move played :—

19. Kt. to Q. seventh	Kt. takes Kt.
20. Q. takes P. (check)	K. to R. square
21. Q. takes Kt.	Q. takes K. B. P. (check)

And he thinks the second player has the advantage.

But is there not a fatal flaw in his analysis? Suppose after—

20. Q. takes P. (check)

His opponent, instead of retreating the King, play—

20. R. to K. B. second

How can the lost Piece be recovered? Mr. Perrin cannot move the Kt. without the loss of his Queen or being mated in three moves.]

19.	Q. R. to Q. square
20. P. to K. R. third	R. to Q. third
21. Q. R. to Q. B. square	K. R. to Q. square
22. R. to Q. third	R. takes R.
23. Kt. takes R.	Q. to K. B. fourth
24. Kt. to K. fifth	Kt. to K. fifth
25. Kt. to K. B. third	Kt. to Q. B. fourth

26. R. to Q. square	R. takes R. (check)
27. Q. takes R.	Q. to Q. stxth
28. Q. takes Q.	Kt. takes Q.
29. K. to B. square	P. to K. R. third

[The end of this game is by far the best of it, and is extremely interesting and very well played on both sides.]

30. P. to K. Kt. third	K. to B. second
31. K. to K. second	

[By this move Black gives away a Pawn, but he gives it only to receive another, with interest, in return presently.

31.	Kt. to B. eighth (check)
32. K. to Q. second	Kt. takes R. P
33. Kt. to K. fifth (check)	K. to K. second
34. Kt. to Q. third	

[Upon this move, which prevents the adverse Kt.'s escape, except at the cost of a valuable Pawn, Mr. Perrin had evidently reckoned when he permitted White to win the Q. R's. Pawn.]

34.	P. to Q. R. fourth
35. P. takes P. in passing	P. takes P.
36. K. to Q. B. second	P. to Q. R. fourth
37. K. to Kt. third	Kt. to Kt. fifth
38. Kt. takes Kt.	P. takes Kt.
39. K. takes P.	K. to Q. third
40. P. to K. B. fourth	P. to K. R. fourth
41. P. to Q. B. fifth (check)	K. to Q. fourth
42. K. to Kt. fifth	P. to B. third (check)
43. K. to Kt. sixth	P. to K. Kt. fourth
44. P. takes P.	P. to K. fourth
45. P. to K. Kt. sixth	K. to K. third
46. K. takes P.	P. to K. fifth
47. K. to Kt. sixth	P. to K. sixth
48. P. to Q. B. sixth	P. to K. seventh
49. P. to Q. B. seventh	P. "Queens"
50. P. "Queens" (check)	K. to B. third
51. Q. to Q. B. sixth (check)	K. to Kt. second
52. Q. to Q. sixth	Q. to K. B. eighth
53. P. to K. R. fourth	Q. to Q Kt. eighth
54. K. to Q. B. fifth	Q. takes K. Kt. P.
55. Q. takes Q. (check)	K. takes Q.
56. K. to Q. fourth	K. to B. fourth
57. K. to K. third	K. to Kt. fifth
58. K. to B. second	K. to B. fourth
59. K. to B. third	K. to Kt. third
60. K. to K. fourth	K. to B. third
61. K. to B. fourth	K. to Kt. third
62. K. to K. fifth	

And Black resigns.

Correspondence.

ELUCIDATIONS OF CHESS.

To the Editors of the Chess World.

Sirs,—As the very ancient game of Chess is deservedly gaining popularity, permit me to make a few elucidations of it, which have recently occurred to my mind, and which, I believe, are not generally known. I wish to show that the word *check* signifies a square, and that the plural *checks*, which became softened into *chess*, signifies squares, and that, therefore, a game of chess is a game of squares; and that when you *check* a piece in this game, you square it, or throw it into a *quadrate relation* to a piece of your own, so as to endanger its safety. To prove my point, I must make some criticisms on this game, which will manifest its extreme antiquity. *Shuach* in Hebrew, Chaldee, Syriac, and Arabic, signifies equilateral equality, and is therefore used for a square board or bed. In Sanscrit, Hindoo, and Persian, *chuok* signifies a check or square, from *chuo* four; and *chuok pourna* signifies to make squares. Hence came the Italian *scacco*, or *scacchia*, and *scaccerio*. The German *schack*, the Swedish *skæk*, the Spanish *xaque*, the Provençal *escac*, the French *echec*, the English *check* and *exchequer*. "Thus," says Thomson in his Etymons, "this game may have originated in numerical calculations on the abacus, which, according to the Lord Chancellor's arms and the brewers' signs, contains similar squares, evidently connected with our words *exchequer* and *check* in most of their significations." The game of chess, however, originated in more remote times among the oriental nations. It was probably known to the Hebrew and Chaldean races, and was played from time immemorial by the Persians and Hindoos, under the similar name of *shatranj*, signifying squares. It was probably known to the Greeks under different names, such as *tessera*, *skiraphia*, *psephos*, and *pessia*. It was almost certainly known to the Latins. They called the chessmen *calculi*, or *latrunculi*; the latter word is generally translated chessmen by the best dictionaries, though some scholars suppose it to mean draughtsmen. I conceive, however, that we can positively prove that *latrunculi* were chessmen, by an ancient Latin poem addressed to Piso, which is to be found at the end of some editions of Lucan, and which is quoted and translated in our Melmoth's Letters of Pliny. In this poem he not only describes the different colours of the pieces, but he speaks of them as having different powers and classes—some moving fast and some slow; some operating at long distances and some at short ones. The Latin of this poem begins thus: "*Te si forte juvat, studiorum pondere fessum.*" But I believe most of your readers will like it better in Melmoth's English version, a few lines of which I venture to quote, as it may be new and interesting to many:—

When to relieve the labours of your mind,
You turn from deep research in arts refin'd
Not in soft indolence you waste the hour,
But happier genius still exerts its power.
To mimic war the radiant troops are led,
And martial ranks the varied table spread.
There sable bands, and *here* a snow-white train,
With doubtful fate of war the fight maintain.
Unnumber'd stratagems thy forces try,
And artful feign, and only feign to fly.
Now boldly rushes 'mid the ranks of war,
The chief who view'd the slaughtering scene from far.
This bravely daring in the arduous toil,
Repels the host advancing to the spoil.
While cautious *that* moves dreadful on and slow,
And fraudful meditates the certain blow;
What though in guise he seems a slave in chains,
Two captives he in durance close detains.

The Latin of this line is "*Similisque ligato obligat ipse duos*," which exactly represents the condition of a Pawn checking two pieces.

The poem abounds with many other allusions that apply exclusively to the game of Chess; but I must not venture to quote them lest I should weary your courteous readers. I remain, yours truly,

Bath. FRANCIS BARHAM.

P.S.—According to this theory, checkmate does not signify *sheikh mat*—the king is dead, but the *square of death*, the fatal square. It would be absurd to say check-king, if check were derived from the Persian *sheikh*, or seignor.

M. C. F. DE JAENISCH'S, ESSAY ON THE KING'S KNIGHT'S OPENING.

DEAR SIRS,—In playing over the first instalment of Mr. Jaenisch's interesting article in your last number, I detected two or three misprints, which it is desirable to have corrected before the analyses are reprinted in a collected form.

These little errors, no doubt, arose in the translation of the moves from the French to the English system of notation.

The first mistake occurs at the 11th line, p. 435, where you give:

8. P. takes Q. B. P. / P. takes Q. B. P.

When the context clearly shows that the author wrote:

8. P. takes Q. B. P. / B. takes Q. B. P.

The next is at page 441, where White's seventh move in the *Double Fianchetto* is given

7. B. to Q. B. fourth,

whereas it ought to be,—

7. P. to Q. B. fourth.

Yours truly,
MATHEMATICIAN.

"TALUS."

DEAR SIRS,—A controversy has sprung up in our Club as to the meaning of the signature adopted by your trenchant correspondent "Talus.,' Some think it has an affinity with *Talio;* others, that it is some ancient proper name. The only *Talus* of whom our old friend Lempriere speaks, however, is the ingenious nephew of Dœdalus, a young gentleman who invented the Saw, the Compasses, and other Mechanical contrivances, and got himself turned into a Partridge for his pains. It is certainly not from him your correspondent took his signature. Then from whom or what did he derive it? Perhaps, Sirs, as you are considered omniscient, you can tell us who is—I mean who was—"Talus."

Faithfully yours,
A PRESIDENT OF A RUSTIC CHESS CLUB.

[We are not sufficiently all-knowing to resolve this difficulty for the "Rustic Chess Club," but as our "trenchant correspondent" will see their President's letter, he will no doubt cut the knot in our next number. Meantime, we may be permitted to suggest the possibility of his having in his mind's-eye, when he chose the signature in question, that inexorable executioner of rightfull doom in the *Faerie Queene*, whom Astræa willed evermore to wait on Artegall :—

"But when she parted hence she left her groome,
An Yron Man, which did on her attend,
Always to execute her stedfast doome;
And willed him with Artegall to wend,
And doe whatever thing he did intend
His name was Talus, made of yron mould,
Immovable, resistlesse, without end;
Who in his hand an yron flail did hould,
With which he *thresht out falshood and did truth unfould.*]"

THE "MORTIMER ATTACK."

To the Editors of the "Chess World."

7th March, 1868.

Dear Sirs,

Seeing in this month's number—amongst the "Answers to Correspondents"—that one of the readers of the "Chess World" has been seeking for information in regard to the opening moves of the "Mortimer," it has struck me that an abstract of the leading variations of that brilliant attack might perhaps be acceptable to some of the subscribers to this Magazine, particularly as that new form of the "Evans" is not in any of the English "Books of the Openings." The table I annex is a synopsis of the analyses by Mr. Mortimer which were printed in the April and August, 1865, numbers of this magazine, together with some other principal variations which have appeared from time to time in the leading Chess Periodicals.

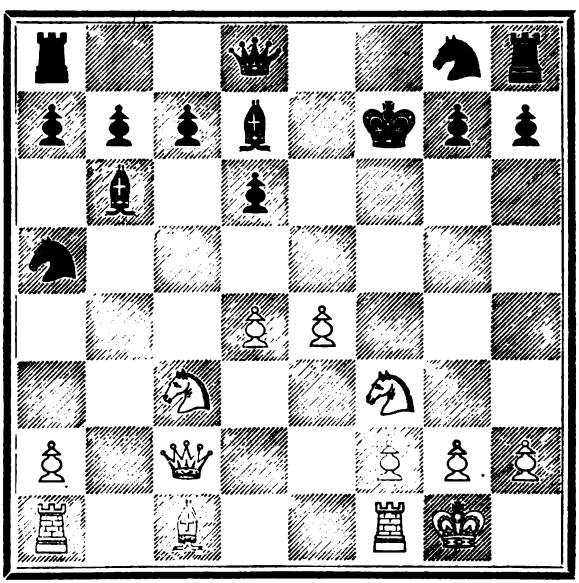
I believe that up to this period the scattered variations have not been published in *one* collection. I hope that my synopsis will supply the desideratum.

For convenience of reference I append the position *after* Black takes the Bishop at the 13*th move*, and *before* White moves 14. *P. to K. fifth*, viz:

1.	P. K. fourth	2.	Kt. K. B. third	3.	B. B. fourth
	P. K. fourth		Kt. Q. B. third		B. B. fourth
4.	P. Q. Kt. fourth	5.	P. B. third	6.	P. Q. fourth
	B. takes P.		B. B. fourth		P. takes P.

7. Castles / P. Q. third	8. P. takes P. / B. Kt. third	9. Kt. Q. B. third / B. Kt. fifth
10. Q. R. fourth / B. Q. second	11. Q. Kt. third / Kt. R. fourth	12. B. takes K.B.P., ch. / K. B.
13. Q. B. second / K. takes B.		

BLACK.



WHITE.

White to move—14. *P. to K. fifth.*

I remain, DEAR SIRS,

Yours very truly,

THOMAS LONG,

Hon. Sec.

City and County of Dublin Chess Club.

CLUB ROOMS,

11, *Suffolk Street, Dublin.*

The following is the synopsis of the "Mortimer Attack," in the Fraser form of the "Evans-Gambit" Accepted.

GAME I.—VARIATION A.

14. K. B.

White.	*Black.*
14. P. K. 5th	14. K. B.
	If 14. P. Q. 4th, then
15. Kt. Kt. 5th (ch.)	
15. R. K.	15. Q. Q. B.
	If 15. Kt. K. 2nd, then
16. B. K. Kt. 5th	16. Q. Kt. B. 3rd
	[If 16. P. K. R. 3rd
17. P. takes Q. P.	
"And White wins the Kt."]	
17. P. Q. 5th	17. Kt. takes K. P.
18. Kt. takes Kt.	18. P. takes Kt.
19. R. takes P.	19. B. Q. B. 4th
20. Kt. K. 4th	20. P. K. R. 3rd
21. B. R. 4th	21. P. K. Kt. 4th
22. Kt. takes B.	22. P. takes B.
23. Q. K. 4th	
"And White must win."	

"Chess World," page 35, vol. I.

16. P. Q. 5th	16. B. K. B. 4th
17. Q. Q. 2nd	17. Kt. K. R. 3rd
	If 17. Kt. Q. B. 5th, then
18. Q. K. B. 4th	
"And White wins a piece."	
18. Q. K. B. 4th	18. Kt. Kt. 5th
19. P. K. 6th	19. B. tks. B. P. (ch.)
20. K. R.	20. B. takes R.
21. Q. takes B. (ch.)	21. Kt. B. 3rd
22. Q. Kt. K. 4th*	

"And White has an irresistible attack."

"Chess World," page 35, vol. I.

[This conclusion has been questioned by Mr. Catlow, see "Chess World," vol III, pages 52, 138, 361, and 421. Mr. Catlow suggests for Black 22. ———— ; Mr. B. Q. B. 6th

Pavitt, in reply, says White can effectually play 23. ————] B. K. R. 6th.

* Misprinted in "Chess World" Q. K. Kt. 4th.

GAME I.—VARIATION B.

White.	*Black.*
14. P. K. 5th	14. K. B.
	14. B. K. Kt. 5th inferior.
15. R. K.	15. *Kt. Q. B. 3rd.*
	If 15. Q. B. K., then
16. Q. K. B. 5th (check)	16. B. K. B. 2nd
	[If 16. Kt. K. B. 3rd
17. B. Kt 5th	And wins.]
17. Kt. Kt. 5th	And wins.

"Chess World," page 164, vol. I.

16. B. K. Kt. 5th	16. Q. Kt. K. 2nd
	[If 16. K. Kt. K. 2nd
17. P. takes P., &c.	And wins.]
	If 16. Q. K. then
17. P. K. 6th	17. B. B., best
18. Q. K. B. 5th (ch.)	18. Kt. B. 3rd
19. B. takes Kt.	
"And White has a winning position."	
17. P. takes Q. P.	17. P. takes P.
18. Kt. Q. 5th	
And wins.	

"Chess World," top of page 162, vol. I.

GAME II.—VARIATION C.

14. P. K. Kt. 3rd.

White.	*Black.*
14. P. K. 5th	14. *P. K. Kt. 3rd, "inefficient"*
15. P. K. 6th ch.	15. B. takes K.P. best 15. K. Kt. 2nd, or 15. K. B. ineffectual.
16. Kt. Kt. 5th, ch.	16. K. B. 3rd If 16. K. K. 2nd, then
17. Q. K. 4th, and 18. Q. Kt. Q. 5th	
17. P. Q. 5th	17. B. K. B. 4th
18. Q. Kt. K. 4, ch.*	18. K. K. 2nd If 18. B. take Kt., "White mates in six moves."
19. Q. Q. B. 3rd	19. Q. K. B.
20. Q. takes R.	

"And White has a winning attack."

"Chess World," page 36, vol. I.

* Misprinted in "Chess World" Q. K. Kt 4th.

GAME II.—VARIATION D.

White.	*Black.*
14. P. K. 5th	14. P. K. Kt. 3rd
15. P. K. 6th, ch.	15. *K. takes P.*
16. P. Q. 5th, ch.	

[For 16. *Kt. Kt. 5th, ch.*, see Game between Mr. Mackenzie and Mr. Johnson, published in the "Chess World," page 233, vol. I.]

16. K. B. 2nd

If 16. K. K. 2nd, then

17. B. K. Kt. 5th, ch.	17. Kt. K. B. 3rd
18. Q. Kt. K. 4th*	18. R. K. B.
19. Q. Q. B. 3rd	

"And White wins a piece with a far superior position."—"Chess World," p. 36, vol. I.

17. Kt. K. 4th	17. Kt. K. B. 3rd
18. K. Kt. Kt. 5, ch.	18. K. Kt. 2nd, best
19. B. Kt. 2nd	19. B. K. B. 4th
20. Q. Q. B. 3rd	20. R. K. B.
21. Kt. takes Kt.	21. R. takes Kt.

22. Q. R. K., and

23. Kt. K. 6th,

"Winning a piece, with an overwhelming attack."

"Chess World," top of p. 36, vol. I.

* Misprinted in "Chess World" Q. K. Kt. 4th.

GAME II.—VARIATION E.

White.	*Black.*
14. P. K. 5th	14. P. K. Kt. 3rd
15. P. K. 6th (ch.)	15. K. takes P.
16. P. Q. 5th (ch.)	16. K. B. 2nd
17. Kt. K. 4th	17. *Kt. K. 2nd*
	If 17. B. K. B. 4th, then
18. K. Kt. Kt. 5th (check)	18. K. Kt. 2nd, best
	[If 18. K. B., or 18. K. K. 2nd 19. Q. Q. B. 3rd also.]
19. Q. Q. B. 3rd (ch.)	19. Kt. K. B. 3rd
20. B. Kt. 2nd	20. R. K. B.
21. Q. R. K.	
18. K. Kt. Kt. 5th (check)	18. K. K., best
19. B. Kt. 2nd	19. R. K. B.
20. Q. Kt. B. 6th (check)	20. R. takes Kt.
21. B. takes R.	

"And White must win the Kt."

See "Chess World," page 86, vol. I., Variation B, in which Black's 17th move is misprinted K. K. 2ad instead of Kt. K. 2nd.

GAME III.—VARIATION F.

14. Kt. K. 2nd.

White.	*Black.*
14. P. K. 5th	14. *Kt. K. 2nd*

"Extremely weak defence."

15. P. K. 6th, ch.	15. B. takes P.
	If 15. K. take P., "fatal"
Then—	
16. Kt. Kt. 5th, ch.,	16. K. B. 3rd
17. R. K., &c.	17. P. Q. 4th
	or 17. P. K. R. 3rd
	or 17. R. K. B.
	or 17. R. K.
	or 17. Kt. K. B. 4th.

[For these five variations by Mr. Mortimer, proving that the move of 15. ——— K. takes P. is inferior for Black, see "Chess World," pages 162 and 163, vol. I.]

16. Kt. K. Kt. 5th check	16. K. B. third
17. R. K.	17. B. K. B. 4th
18. P. K. Kt. 4th	18. B. takes P.
	If 18. P. K. R. 3rd, then
19. "White mates in two moves."	
If 18. B. take Q., then White mates on the move.	
19. Q. Kt. K. 4th check	19. K. Kt. 3rd
20. Kt. Kt. 3rd, dis. check	20. Kt. covers
	[If 20. B. cover, then
21. White mates on the move.]	
	And if 20. K. B. third, then
21. R. K. 6th (ch.)	21. B. takes R.
22. Kt. K. R. 5th.	

Mate.

21. R. K. 6th, ch.

"And White wins."

"Chess World," page 88, vol.

GAME IV.—VARIATION G.

14. P. K. R. 3rd.

White.	*Black.*
14. P. K. 5th	14 *P. K. R. 3rd, best* 14. Kt. K. B. 3rd is unsatisfactory.
15. P. Q. 5th	15. B. K. Kt. 5th For 15. Kt. K. 2nd, see games published in "Chess World," pages 78 to 81, Vol. I.—played between Messrs. Baxter and Gloag, of the Dundee Chess Club
16. P. K. 6th ch.	16. B. takes P. best } If 16. K. K. 2nd } Or 16. K. B. Then 17. Q. K. Kt. 6th [And if 16. K. B. 3rd 17. B. Q. Kt. 2nd And wins.]
17. P. takes B. ch.	17. K. takes P.
18. Q. Kt. 6th ch.	18. Q. B. 3rd, best
19. R. K. ch.	19. K. Q. 2nd
20. Q. Kt. 4th, ch.	20. K. Q.
21. Kt. Q. 5th	21. Q. B. 2nd, best [Can't take Rook.] If 21. Q. B., then
22. B. Kt. 5th, ch.	22. Kt. B. 3rd [If 22. P. takes B. 23. Kt. takes P.]
23. B. takes Kt., ch.	23. P. takes B.
24. R. K. 7th	24. P. K. B. 4th, best
25. Q. Kt. 6th	25. Kt. B. 3rd [If 25. K. B. 26. Q. K. 6th ch. 26. K. Kt. 27. Kt. B. 6th, and wins.]
26. Q. K. 6th	26. Kt. takes R.
27. Kt. K. B. 6th, and wins Q. for Kt.	
22. B. Kt. 5th, ch.	22. P. takes B.
23. Kt. takes Kt. P.	23. Q. Q. 2nd If 23. Q. R. 4th "White mates in five moves." And if 23. Q. take Kt. "White wins Q. by dis. ch. presently."
24. Kt. K. 6th, ch.	24. K. B.
25. Kt. B. 8th	25. Kt. K. B. 3rd
26. R. K. 8th ch.	

"And White mates in two moves."
"Chess World," p. 38, vol. I.

GAME IV.—VARIATION H.

White.	*Black.*
14. P. K. 5th	14. P. K. R. 3rd
15. P. Q. 5th	15. *Kt. K. B. 3rd* best
16. P. K. 6th ch.	"Better than taking the Knight." Suppose: 16. P. take Kt., (inferior) then 16. Q. takes P.
17. Kt. K. 4th	17. Q. takes R. "And Black is safe." [But 17. B. K. B. 4th better, "arresting White's attack, and having the numerical advantage."—"Chess World, p. 39, Vol. I.]
	16. B. takes P.
17. P. takes B. ch.*	17. K. takes P.
18. Q. K. Kt. 6th	18. Q. K. B., best best "Chess World," p. 267, Vol. I.
19. B. K. Kt. 5th	19. Q. Kt. B. 3rd If 19. P. take B., then
20. Kt. takes P., ch.	20. K. K. 2nd
21. Q. R. K., ch.	21. K. Q. 2nd
22. Q. B. 5th, ch.,	"And White wins the Queen, or mates next move."
20. Q. R. K., ch.	20. Kt. covers If 20. K. Q. 2nd, then
21. Q. B. 5th, ch.	"White has still a fine attack."
21. Kt. takes Kt.	21. P. takes Kt. If 21. P. take B., then "White mates in four moves."
22. R. takes P., ch.	22. K. takes R. If 22. K. Q. 2nd, then [K. Q. 3rd being fatal]
23. Q. B. 5th, ch.	23. K. Q. [If 23. K. Q. B. 3rd, 24. R. K. 6th, ch.]
24. R. Q., ch., winning Queen.	

23. R. K., ch.,
"And White forces mate in a few moves —ten in the longest variation."
"Chess World," page 41, vol. I.

* Misprinted in "Chess World" 17. P. takes P. ch. vol. I., page 40.

GAME IV.—VARIATION K.

White.	*Black.*
14. P. K. 5th	14. P. K. R. 3rd
15. P. Q. 5th	15. Kt. K. B. 3rd
16. P. K. 6th, ch.	16. B. takes P.
17. P. takes B., ch.*	17. K. takes P.

If 17. K. K. 2nd, then
{ 18. Kt. K. R. 4th or
{ 18. Q. K. Kt. 6th, best.
"Chess World," page 53, vol. II.

18. *R. K., ch.*	

[Mr. Mortimer considers this better than Q. K. Kt. 6th
18.———— as in the previous variation.—See "Chess World," p. 41, vol. I.]

	18. K. B. 2nd
19. Kt K. R. 4th	19. Q. Q. 2nd (best)
20. Q. K. Kt. 6th, ch.	20. K. B.

For 20. K. Kt., see game between the Rev. W. Wayte, and the Rev. C. E. Ranken, published in the "Chess World," page 267, vol. I.

21. Kt. K. B. 5th, &c.	

"And White has a winning attack."

"Chess World," page 41, vol. I. and vol. II, page 368.

* Misprinted in "Chess World," vol. I., page 41.—17. P. takes P. (check)

GAME IV.—VARIATION L.

White.	*Black.*
14. P. K. 5th	14. P. K. R. 3rd
15. P. Q. 5th	15. Kt. K. B. 3rd
16. P. K. 6th, ch.	16. *K. Kt.*
17. P. takes B.	17. Q. takes P.

And White is a Pawn minus, but "beyond a doubt has the better game," according to Mr. Mortimer in "Chess World," p. 41, vol. I, but this conclusion has been questioned.

18. Kt. K. R. 4th Mr. Mortimer.	18. Q. K. Kt. 5th Mr. Rosenthal.
If 18. P. K. R. 3rd	18. P. K. Kt. 4th Mr. Rosenthal.

[In a match by Telegraph between London and Dublin, on the 5th October, 1865, London here played 18.———considered Q. R. K. better by many.]

19. K. R. K.	19. K. Kt. 2nd Mr. Rosenthal.
20. R. K. 6th	20. K. R. K. B.
21. Q. K. B. 5th	21. Kt. Q. B. 5th
19. Kt. K. Kt. 6th Mr. Mortimer.	19. R. K. R. 2nd Mr. Rosenthal.
20. P. K. R. 3rd Mr. Mortimer.	20. Q. K. R. 4th Mr. Rosenthal.
21. R. K. Mr. Mortimer.	21. Kt. Q. B. 5th, &c. Mr. Rosenthal.

And White won.

See "Illustrated London News," of the 8th of April, 1865.

THE NORTHUMBERLAND & DURHAM CHESS ASSOCIATION.

PROGRAMME of the Third General Meeting, to be held at the Golden Lion Hotel, King Street, South Shields, on Easter Monday and Tuesday, April 13th and 14th, 1868:—President, the Right Hon. Lord Ravensworth. Vice-Presidents, J. W. Pease, Esq., M.P., Robert Ingham, Esq., M.P., G. O. Trevelyan, Esq., M.P., J. Candlish, Esq., M.P., Edmund Backhouse, Esq., J.P., W. Bourne, Esq., M.D., J.P., Rev. C. W. King, M.A., W. Sidney Gibson, Esq., M.A., B. White, Esq., M.D., A. M. Scott, Esq., John Williamson, Esq., G. D. Robson, Esq. Committee, Messrs. W. Harrison, Newcastle, W. Clay, Newcastle, Wm. Field, Newcastle, T. Spence, North Shields, C. Edmundson, North Shields, Ed. Borring, Esq., North Shields, John Scott, South Shields, James Nicholson, South Shields, David Hill, South Shields, Thos. Stokoe, Gateshead, Wm. Coulthard, Hexham, Thos. Semple, Stockton, T. B. Special, Darlington, W. Park, West Hartlepool, S. Storey, Sunderland, J. M. Hunter, Alnwick, E. Elgie, Durham, J. White, Beal, R. Douglas, Berwick, W. Hopkinson, Jarrow. Honorary Secretaries, Wm. Mitcheson, Newcastle, Wm. C. Cotton, North Shields. Treasurer, Wm. Mitcheson, Newcastle.

On Monday, play will commence at Noon, and will be continued till Ten o'Clock p.m. On Tuesday, play will commence at ten o'Clock a.m., and terminate at Six p.m., when a Meeting of the Members will be held, to hear the report of the Committee read, to appoint the time and place of the next Annual Gathering, and to transact the General Business of the Association.

PROBLEM TOURNAMENT.—Open only to Members of the Association. A prize of the value of One Pound will be awarded for the best set of two Original Problems, which require an unconditional mate to be effected in either three or four moves. Competing Problems, when forwarded, should be marked with a motto, and a sealed envelope bearing the same motto should be enclosed with them. The name of the composer must not appear on the Problems, but, together with his address, should be written on the inside of the accompanying envelope. The Problems must be accompanied by the solutions of their authors, and are to be deemed as the exclusive property of the Association.

GAME TOURNAMENTS.

GENERAL TOURNEY A.—Open to all amateurs. Persons who wish to compete in this Tournament must signify their desire to the Secretaries on or before Tuesday, the 31st March, and at the same time pay the entrance fee of five shillings. A separate prize will be given on account of every eight players who enter the lists. A limitation of the time allowed for the consideration of each move will be established, but the Committee hope that the competitors will avoid all unnecessary delay in this respect. Two games, exclusive of drawn games, which do not help to bring the Tourney to a close, must be played by each competitor, on Monday, so that the final round alone shall remain for decision on Tuesday. The prize will be increased if the funds finally collected permit. Ten shillings will be added to the stakes if there are four entries; and twenty shillings if there are eight entries and fewer than sixteen.

In the event of there being sixteen entries and fewer than twenty-four, the players will be divided into two sets, numerically equal, and a prize as described above, awarded fo the champion in each set. This principle of division into sets of eight will be extended as far as the number of competitors may render it necessary.

In each round of the Tourney, the paired combatants shall play one game only, drawn games not being counted. All games must be played in conformity with the laws laid down in the "Praxis."

HANDICAP TOURNEY, B.—Open only to the Members of the Association. Competitors will be handicapped according to their recognised skill, by some player of known ability and experience, whom the Committee shall hereafter appoint. This Tourney will be subject to the same regulations as the General Tournament, and the entrance-fee and prizes will be of the same amount. The victor in Tourney A will be debarred from carrying off the prize in this Tourney.

TOURNEY C.—Open only to the Members of the Association, and subject to the same regulations as Tourney A. The entrance-fee will be 2s. 6d. No added money will be given if there are fewer than four entries; five shillings will be added to the stakes if there are four entries, but fewer than eight; and ten shillings if there are eight entries, but fewer than sixteen. If there are sixteen entries, the principle of division into sets of eight will be carried out, as in Tourneys A and B. Neither of the victors in the preceding Tourneys will be permitted to gain the prize.

TOURNEY D.—Open to the younger players of the Association only. For every eight players who mutually agree to form a Tourney, the Committee will add ten shillings to the amount of the entrance-fees, which shall be 2s. 6d. each. The same regulations shall be observed as in Tourney A.

TOURNEY E.—Open to all the Members of the Association. No victor in any of the preceding Tournaments (except under conditions stated below) shall be entitled to carry off the prize in this Tourney. In the event of a victor in any of the other competitions being also champion in this, the prize will devolve upon the player who occupies the second place of honour; and he, if already a victor in any joust, must in like manner cede the prize to the player next in rank, and so on. No added money will be given if the players holding the first and second places cannot receive the prize on account of disqualification. Should all the winners in the first round of eight players be prize-holders in other Tourneys, then the prize shall be awarded without bar to the ultimate victor, just as if no exceptional conditions attached to this Tourney. The entrance-fee and prizes will be the same as in Tourney C.

Other Tourneys will be arranged at the time of the Meeting. The Committee will recognize no game as won until a correct copy of it be placed in the hands of the Secretaries; and all games played at the Gathering are to be considered the exclusive property of the Association. The full value of every prize will be paid in Chess Boards, Chess Men, Chess Diagrams, Chess Scrap Books, Works or Chess Literature, or Money.

BLINDFOLD PLAYING.—If there be time, after the termination of the principal Tourneys, Mr. D. Hill, who was the victor in Tourney A last year, has undertaken to play several games without sight of board or men.

Any further information respecting the arrangements may be obtained on application to

WILLIAM MITCHESON, Newcastle,
and
WM. C. COTTON, North Shields,
} *Honorary Secretaries.*

Solutions of Problems

IN THE FEBRUARY NUMBER.

No. LXIII.

White.	*Black.*
1. Q. to Q. Kt. eighth	R. takes Kt.

[Black cannot play away his Kt. on account of White's checking with Queen at Q. Kt. fifth; and if he move P. to Q. R. sixth, White still continues with 2. Q. to Q. Kt. fourth.]

2. Q. to Q. Kt. fourth	K. to K. B. fourth

[Again Black may not move his Kt. If he try 2. P. to Q. fourth, the answer is 3. Q. to K. seventh (check); if anything else, then 3. Q. to Q. B. third (check) &c.

3. B. to K. B. seventh (check)	B. takes B. (best)
4. Q. to K. B. fourth (check)	K. moves
5. Q. mates.	

No. LXIV.

1. Kt. to Q. B. third	K. takes Kt.

[If Black play Kt. takes P., then follows—2. R. takes Kt. (check), and mate next move; whilst 2. Q. to Q. square (check) suffices for any other defence.]

2. Kt. to. K. fifth	K. takes R.
3. Q. to Q. Kt. fourth (check)	K. takes Kt.
4. P. to K. B. fourth (check)	Any move
5. Q. mates.	

No. LXV.

1. Q. to Q. R. seventh	K. takes P. or (A) (B)
2. Kt. to K. second.	B. takes Kt.

[If Black play 2. P. to Q. B. fourth, White checks first with his Q. at K. seventh, and then plays his R. to K. B. sixth, mating next move.]

3. R. to K. B. fourth	P. or B. takes R.
4. Q. to K. seventh (check)	K. moves
5. B. mates	

(A)

1.	K. to Q. fourth
2. B. takes P. (check)	K. takes B.
3. Q. to Q. seventh (check)	K. to Q. Kt. third
4. Q. to Q. B. seventh (check)	K. to Q. R. third
5. Q. mates.	

(B)

1. P. to Q. B. fourth
2. Q. to K. seventh (check) K. moves
3. B. to Q. B. sixth (check) K. takes B.
4. Q. to Q. sixth. Mate.

No. LXVI.

1. Q. to Q. Kt. eighth K. takes B.

[Black may play R. to K. third, or Kt. takes P., but White's course is evident.]

2. Kt. to Q. Kt. fifth R. takes K. B. P.

[If Black play 2. K. to Q. B. fourth, White has 3. Kt. to Q. B. third, mating next move.]

3. Kt. to K. sixth.

[Threatening 4. Q. takes P. (check) and 5. Kt. takes K. Kt. P., mating or *vice versâ*.]

3. P. takes Kt.
4. Kt. to Q. B. third (check) K. moves
5. Q. mates

No. LXVII.

1. Q. to K. Kt. square B. to K. square, or (A)
2. Kt. takes P. P. to Q. Kt. fifth
3. Q. to Q. Kt. square Any move
4. Kt. to B. sixth or R. sixth. Mate.

(A)

1. Kt. moves

[If 1. P. to K. fourth, White has 2. Kt. to K. fourth, and the rest is plain sailing.]

2. Kt. to K. B. sixth (check) K. takes B.
3. Kt. to K. R. sixth (double check) Any move
4. Q. mates.

No. LXVIII.

1. Kt. from Q. B. fourth takes K. P. R. takes B.

[If Black try 1. P. takes Kt., White plays 2. Q. to K. Kt. square (check) 3. Q to K. square (check) and 4. Q. takes P. Mate. If Black move 1. K. to K. fifth, White has 2. Kt. to Q. B. fifth (dis. check) and 3. Q. to K. B. fifth or Q. Kt. second (check), mating next move.]

2. Kt. to Q. B. fifth K. takes either Kt.

[If P. takes Kt. White plays Q. to Q. third (check) &c.

3. Q. to Q. Kt. fifth or K. B. fifth (check) and
4. R. takes P. Mate.

No. LXIX.

1. P. to K. R. fourth Kt. takes R. or (A)
2. Kt. to Q. B. fifth (check) K. moves
3. P. or Kt. mates.

(A)

1. K. to K. B. fourth

[If he make any other move, White plays 2. R. takes P. (check) and 3. Kt. mates.]

2. Q. Kt. takes P. Any move

3. B. or Kt. mates.

No. LXX.

1. R. to K. Kt. seventh B. takes R. or (A)

2. B. to K. B. second Any move

3. Kt. or B. mates.

(A)

1. Kt. takes B.

[If 1. R. takes Kt., White plays 2. Kt. to Q. B. fourth (check) and 3. B. mates. If Black try 1. R. to Q. R. fifth, then follows 2. Kt. to Q. third (check) and 3. B. mates.]

2. Kt. to Q. B. fourth (check) K. to K. B. fifth

3. R. mates

No. LXXI.

1. B. to K. R. sixth Kt. takes P. or (A)

2. R. to K. Kt. fourth (check) P. takes R.

3. K. to K. second Any move

4 P. or R. mates.

(A)

1. P. to K. B. fifth

2. R. to K third (check) P. takes R.

3. R. to K. Kt. fourth (check) K. moves

4. Kt. mates

No. LXXII.

1. R. to Q. Kt. third K. takes Kt. or (A)

[If Black answer with 1. K. to Q. B. fifth, or 1. K. R. to K. Kt. square, White checks with Kt. at K. third, and the rest is easy. If he try 1. Kt. to K. Kt. fourth, or 1. B. to K. R. eighth, the Kt. checks at K. seventh, &c.

2. Kt. to Q. sixth (check) K. takes P.

3. Q. to K. Kt. fifth (check) Kt. takes Q.

4. B. to K. Kt. third. Mate.

No. LXXIII.

1. K. to K. second Kt. takes Q.

[If 1. Kt. takes R., or 1. P. to Q. seventh, then 2. Q. to Q. B. sixth (check) 3. P. to Q. B. fourth, and 4. Kt. mates.]

2. P. to Q. B. fourth (check) K. moves

3. R. takes P. Any move

4. K. B. or Kt., &c.

No. LXXIV.

1. Q. to K. Kt. square	P. to Q. B. fourth (best)
2. Q. to K. Kt. fifth	Kt. takes Q.
3. R. to Q. eighth (check)	Q. takes R.
4. Kt. to K. B. square	Any move
5. Kt. mates.	

AMERICAN CHESS CONGRESS.—It is now more than ten years since the first American Chess Congress was held in this city, and so successful was it in its results that it has been matter of surprise to many that no attempt has since been made to organize a similar Chess gathering. We have lately heard, however, that there is a possibility of an International Chess Congress taking place during the present year, and that Messrs. Staunton, Kolisch, Neümann, and other European masters will endeavour to be present. Should such a meeting be held, we feel sure that the arrival of such renowned masters will stir up all the dormant enthusiasm of our players throughout the country, and create an excitement in the Chess world such as has not been experienced since the appearance of Morphy, ten years ago.—New York *Turf, Field, and Farm.*

ERRATA IN THE LAST NUMBER.

Our readers are requested to be so good as to make the following corrections in our number for March: At p. 433, line 6, for "maturist," read *maturest.* At p. 435, line 11, for $8.\frac{\text{P. takes Q. B. P.}}{\text{P. takes Q. B. P.}}$ read $8.\frac{\text{P. takes Q. B. P.}}{\text{B. takes Q. B. P.}}$. At p. 441, line 12, for 7. B. to Q. B. fourth, read 7. *P.* to Q. B. fourth. At p. 467, in the solution of the *Sixth Position* of "Knightly Chess," instead of 1. Kt. to K. B. fifth, read 1 Kt. to K. B. *sixth*, and for Black's reply, instead of K. to K. R. second, read K. to K. R. *eighth.* Again for 2. Kt. to K. B. second, read 2. *K.* to K. B. second.

Problem I.—By Mr. A. Sejournant.

This, and the following positions, were competing Problems in the British Tourney of 1866-7.

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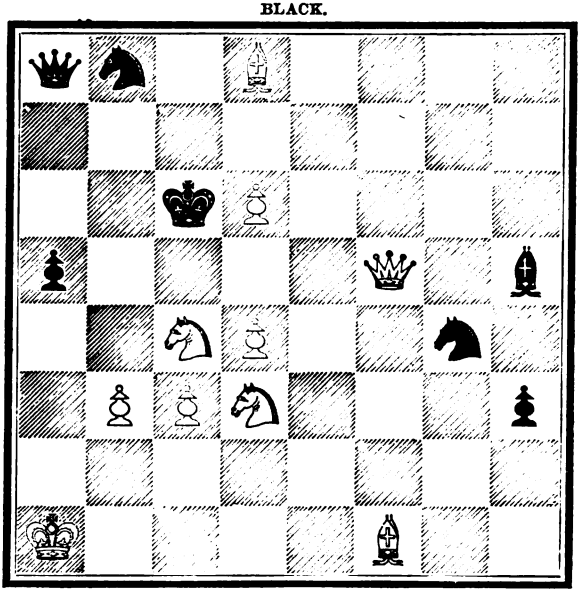

WHITE.

White to play and mate in three moves.

Problem II.—By Mr. S. Loyd.

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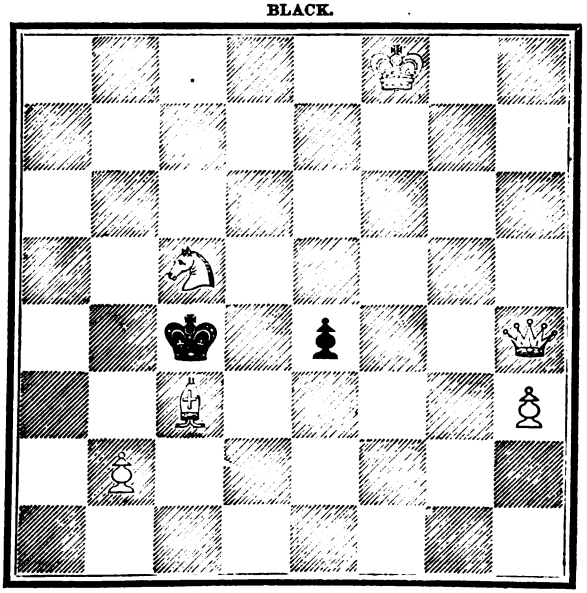

WHITE.

White to play and mate in four moves.

Problem III.—By Mr. S. Loyd.

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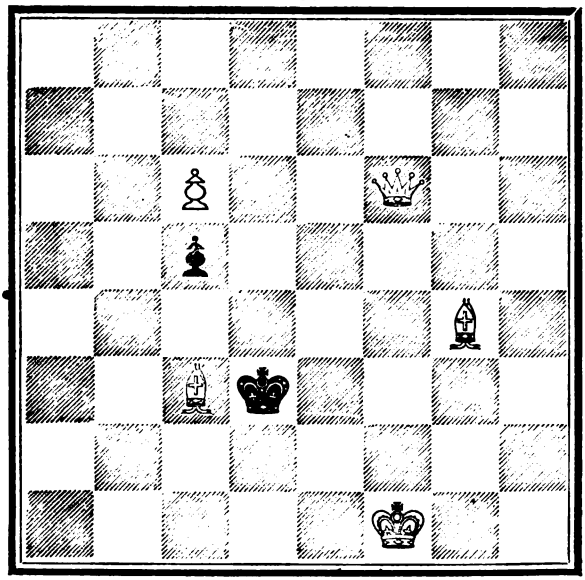

WHITE.

White to play and mate in four moves.

Problem IV.—By Mr. H. Lehner, of Vienna.

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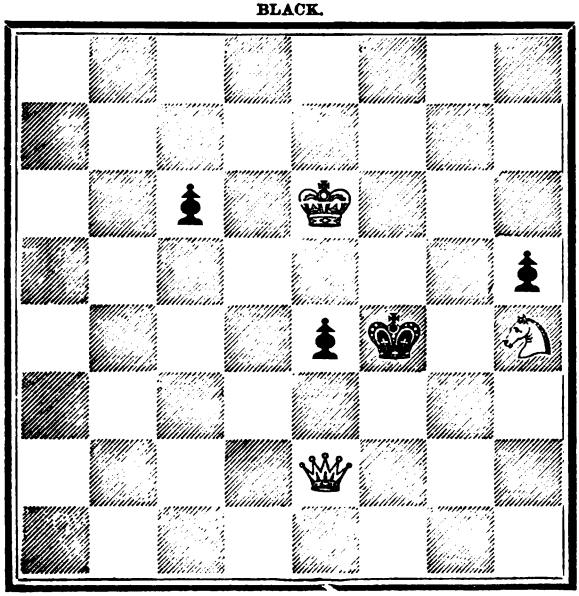

WHITE.

White to play and mate in four moves.

Problem V.—By Mr. J. PLACHUTTA.

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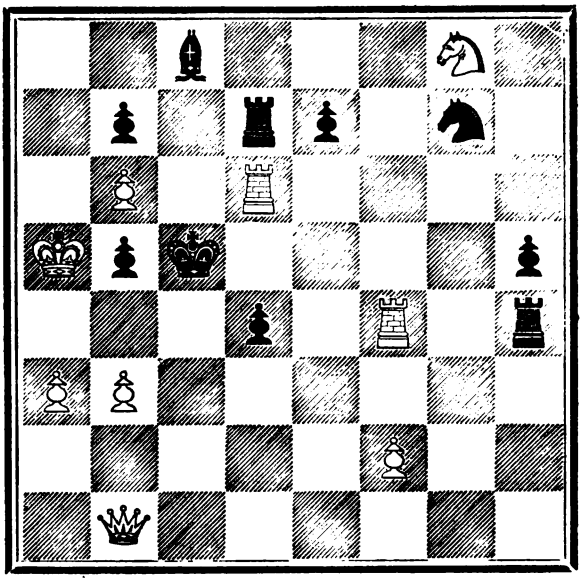

WHITE.

White to play and mate in five moves.

Problem VI.—By Mr. J. PLACHUTTA.

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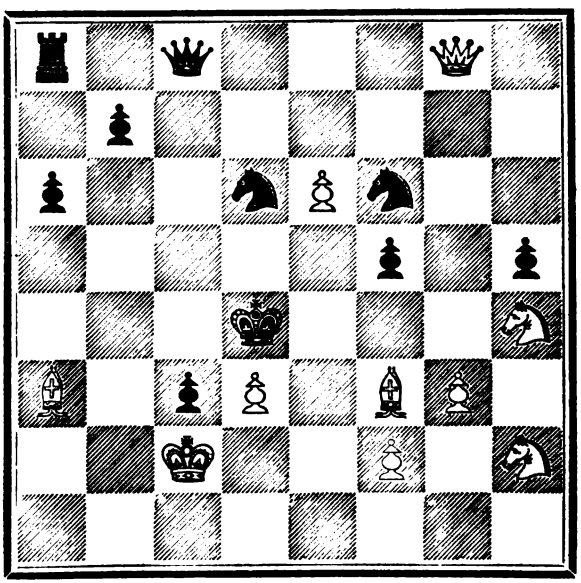

WHITE.

White to play and mate in five moves.

The Chess World.

THE LAST OF A VETERAN CHESS PLAYER.

(Concluded from page 4.)

THE pieces were no sooner re-arranged, than the Emperor quietly removed a shawl from the shoulders of a lady near by, and with great care enveloped the face, neck, and body of the Turk, completing his arrangements with an exclamation of satisfaction. With a muffled nod, the Moslem agreed to the new condition, and this third time also victory declared itself for the Turk. For a moment the Emperor regarded his antagonist, then with a gesture of scorn, he swept the chess-men from the board, and crying *Bagatelle!* strode over knight and pawn, and so out of the room. Next day, at his own express desire, the Emperor beheld a revelation of this amusing secret. Like the great Frederick, Napoleon was but little pleased with the result. Who owned the automaton just at this time we are unable to say, but Mælzel seems to have been the only exhibitor. Yet a third man was fool enough to buy for himself a little discontent and the Turk's secret. Prince Eugene de Beauharnais paid 30,000 frs. for this privilege, and seems to have enjoyed it no more than the King or the Emperor had done before him. In this dilemma Mr. Mælzel offered to pay the Prince a certain sum for permission to travel and exhibit the automaton. The Prince consented, and thus the Turk and his new master began a second career of victory by defeating the Sultan and divers Beys and Muftis in the capital of Turkey itself; and for many years the Turk now wandered, like a knight-errant through the great cities of the old world. Everywhere he threw down the gauntlet, and rarely, very rarely, did he meet with disaster or defeat.

In the year 1826, Mælzel came to America with his wonderful menagerie of puppets and animated machinery accompanying the marvellous oriental chess-player. What became of Prince Eugene's claim does not appear, but Mælzel continued his exhibition, and perhaps the Prince had something else to look after at home. During this American tour some clock-making Yankee citizen of Northern New York "*concluded*" to make a second Turk, and accordingly "ciphered out" an automaton chess-player, which played quite as

well as his prototype. The player sat in the figure arm *in* arm. Mælzel alarmed, bought up Turk No. 2 for 5,000 dollars, and most ruthlessly consigned him to the flames. Thus once more without a rival, the Turk repaired to South America, and at last to Havanna, where Mr. Mælzel died 1839. We next find the subject of our memoir in a warehouse at Lombard Street Wharf, Philadelphia, and in possession of Mr. Ohl, merchant. He took the Turk in part payment of a debt due to him from Mælzel. In the spring of 1840 a number of curious gentlemen contributed each a certain sum, and so became possessed of the Turk at a cost of some 400 dollars. One of these gentlemen amused himself during the summer of the same year by putting the Turk in complete order. From a chaos of wires and puppets, the *disjecta membra* of the famous automaton came to light. Now a leg was wanting, now an arm; or the works would not hang, or the doors would not shut. After many amusing failures the automaton regained his ancient perfection. Never was triumph so complete. In new hands, and in private, the Turk repeated his former victorious career, rarely failing to overcome his most accomplished antagonists. After his owners had amused themselves thus for a time, the Android was boxed up and placed on a back stairway of the building known as the Chinese Museum. We have already recorded the fate of the Turk, and we shall endeavour to convey to the reader some clear idea of those mysterious internal arrangements which so effectually preserved for nearly a century the secrets of von Kempelen's automaton. We trust that the following description may prove sufficiently lucid if studied with attention. Anatomical particulars of dead men's interiors are, however, proverbially difficult to make clear and plain to the laity. Moreover, this dead man is lost to us for ever. We made no post-mortem. Thus we have nothing left us but to shut our eyes and recall as we may whatsoever knowledge we still retain of our lamented friend's most perplexing visceral anatomy.

The Automaton consisted of a chest or box, behind which, firmly attached to it, sat a Turkish figure. The chest was three feet and a half long, two feet deep, and two and a half feet high, placed on castors, which enabled the exhibitor to move it over the floor of the apartment from place to place. The left arm of the Turk, part of a pentograph, communicated through his body with the interior of the chest, where, by means of a lever, the operator concealed within it, was enabled to give every desired motion to the arm, hand, and fingers of the figure.

The chest was divided into two apartments above and a drawer beneath. In the smaller apartment, occupying about a third of the longitudinal dimensions of the box, was placed a number of pieces of brass, made very thin, and designed only for the purposes of deception, as they were no part of the machinery by which the moves of the game were made. In the larger apart-

ment were also seen similar pieces of brass, representing quadrants and other philosophical instruments, designed to give the impression that they conduced, as they did not, to the movements of the automaton. The drawer which, when drawn out, seemed to be of the entire horizontal dimensions of the chest, was also deceptive, as its back end was so constructed as to move upon wheels, by means of which it did not press backwards with the sides more than a foot and a half; whilst it was caught with these sides and drawn forward as the drawer was opened, and therefore gave to the drawer the appearance of being two feet six inches in breadth or depth. Behind this movable back of the drawer there was therefore left an unoccupied space of the whole length of the chest, and rather more than a foot in breadth. In this trough was fixed an iron railroad, nearly three feet in length, upon which was placed a low seat, resting upon iron runners, adjusted to the rails beneath it. Upon this sat the operator, who was able by his greased runners to slide backwards and forwards upon the rails without quitting his seat, which he occupied throughout the exhibition. His legs were extended horizontally behind the drawer.

At the commencement of the show he sat behind the mock machinery of the smaller apartment concealed by a door, which divided it into two parts. In front he was concealed by a similar door, which closed on that side the larger section of the box, and made it appear complete when open for inspection. These two doors were made of half the thickness of the partition, so that when they were both closed or placed in contact, each apartment exhibited a partition of a thickness equal to that of the rest of the partition, giving smoothness and uniformity to the dividing wall. When the apparatus was ready for exhibition, the two front doors were opened at once. A lighted candle was placed in the larger, and another was held in front of the smaller apartment, which was apparently filled with machinery. After closing these doors, the whole chest is turned round, so as to show the back of it to the spectators. While this was doing, the concealed operator slid forward into the larger apartment, pulled the thin door after him, and pushing before him the similar door in front of him. This movement was sometimes made before the instrument was turned round, and before the front door of the smaller apartment was closed, at which time Mr. Mælzel usually held a light at the window in the back of it to show that no one was concealed in it. As the player slid into the larger apartment, he was compelled to flex his knees, for which action provision was made by means of a division in its floor, which was filled up by the knees as they were bent, and which was again let down when he slid back to his first position. The floor thus formed a table for him. The whole apparatus, except the small window behind, having been closed, the operator began amidst the clatter of noisy machinery to arrange himself for the game. This he did by swinging the whole interior furniture, wheels, partitions, and all, against the outer doors and

walls of the box, so as to throw all the subdivisions into one large apartment. Having completed this part of the arrangement, the concealed player took down the green baize by which the box was lined, and exhibited the under side of its top and an apartment in the interior part of the Turk, where burned a light carefully concealed until required for use.

On the underside of the chest appeared a chess board directly beneath that upon the surface, upon which the game was played. Each square was excavated, so as to make the board between the opposite squares very thin. The squares were numbered from one to sixty-four, under each of which hung a little lever well balanced, to which was attached a small disc of iron. These discs, when attracted by magnets placed on the top of the box, swung up into the excavations, and remained there quietly until liberated by the removal of the magnets, when they vibrated for some seconds like a well hung bell.*

In front of the operator was placed, by proper means, another chess board, firmly fixed. This was also numbered to correspond exactly to that above his head, and was perforated by holes like a marine chess board, in order to prevent the possibility of his chessmen being disarranged. Each of the latter was furnished with a peg suited to the size of the apertures in the board. Another hole was seen on each square of the player's board, into which for great exactness, the steel point of the lower end of the pentograph might be inserted, so as to bring the Turk's hand directly upon the proper place above.

When entirely prepared for action, the concealed player intimated his wish to begin, which was done by signals made at the back window of the box. If a whole game was to be played—which Mælzel agreed to only when sure of victory—he placed the pieces which contained no magnet next to the Turk, and the other set, holding magnets in their interior, next to his adversary. The operator within could easily tell when this was done, for all the iron disks beneath the magnetised chessmen settled against the top of his department, and all the others stood still, in a pendulous posture, ready for action. As the Turk always claimed the first move, the operator acting for him first advanced a chessman on his own marine board, and then after starting some noisy wheels, made for the sake of sound, seized the pentograph and lifted it up, by which the Turk's arm was raised to its proper height. He then advanced it to the proper square of his board, where, by means of a slight rotation, he opened the Turk's fingers, brought them down over the proper pawn, closed the hand again, lifted up the arm, and deposited the chessman in the desired spot. Of course he knew this move, which had already been made on his own chess-

* The means by which the discs of steel were balanced were curiously ingenious : a thin piece of copper wire, coiled into a flat spiral, served to counterpoise the disc. Any disturbance in the equilibrium of these little levers, could then be instantly corrected by the concealed operator, who had merely to coil up or uncoil the wire in order to effect the desired adjustment.

board. When the opponent made his move, one of the disks already described fell as he lifted his magnetic chessman, and began to swing freely, so as to give time to the man in the interior to observe it, and make the move over again on his own board. As the chessman on the outside of the top of the chest alighted upon an unoccupied square, its proper disk ascended, and clung to the inside. Thus, without any other trouble than that of repeating each of the adversary's moves upon his own board, the operator pursued his game to the end.

When first exhibited by von Kempelen, the automaton had probably no railroad and moveable seat, and the operator—necessarily a small man—lay at length behind the drawer until the chest had been carefully closed again. As great chess-players are not always diminutive personages, the exhibitor of the automaton was finally necessitated to arrange the interior so as to conceal even a tall man. Mælzel's best operator, a man named Schlomberger, was upwards of six feet in height. To secure his Mussulman from all hazard of defeat by an abler adversary, ends of games were usually played. These were so contrived as to enable the Turk, who always took in such cases the first move, to make that a fatal one. These end games—seventeen in number—were represented in a little book, of which Mælzel had one copy to present to the adversary, and another was in possession of the concealed player.

The interior of the chest bore evidence of having once possessed a telegraph, by which Mælzel or von Kempelen might have given advice in a difficult emergency of the game, or have directed altogether a less skilful player. The mutilated machinery used for this purpose enabled the describer to perceive only the object of it, without qualifying him to detail its construction exactly. It consisted of a small circular piece of brass inserted into the back of the box, close to the head of the operator. Upon the peripheral face of this on both sides were marked numbers from 0 to 9. Through its centre passed a very small rod, which by means of an index enabled the exhibitor without to direct the men within, or the man within to consult the exhibitor without. Something of this kind must have been used when, at Berlin, Napoleon I. placed a large magnet upon the outer chess-board. There were also vestiges of other arrangements by which, probably at different periods of its history, this curious piece of mechanism was managed by other signals. Sometimes, even when Mælzel stooped over the box, apparently to wind-up or adjust the machine, and during the clatter of its works, he obviously conversed with his assistant within. There was not found, upon a careful examination of the automaton, any trace of its having been at any time worked without an assistant in its interior.

THOUGHTS ON CHESS.

By Dr. H. Hirschbach.

A CONTRIBUTION to the Chess Zeitung! What is it to be? An analysis, in which you every moment dread that you will be guilty of an oversight? Or something humorous? Something, for instance, on the objectionable habits of Chess-players? Or shall I put on a serious countenance and launch an article on the moral influence of the game? Chess Analysis! When I reflect on the errors which, despite the greatest care, have crept into the essays I have already published in the way of Chess Analysis, my heart sinks within me.

No more Chess Analysis! No! for it is one thing to-day and another to-morrow. To-day you are right, delighted to have finished a task which you believe has been well done; to-morrow you find out that you have overlooked an obvious move, which omission is destructive to the whole scheme. Away! Leave me, unwelcome remembrances, and be silent humiliating self-reproach!

Chess is, indeed, a hard study, and it often cuts me to the heart when I see people sit down to so absorbing a pursuit the moment they have swallowed dinner, and when their digesting powers are called into fullest action. It is well known that a full stomach has a soothing effect upon the mind, and it is not surprising, therefore, that in these post-prandial encounters, each player seems eager to make such moves as are most pleasant to his opponent.

It is not an uncommon occurrence that at the outset the whole board is set wrongly, which in such games is not of much consequence; but it is more ridiculous when two earnest players sit down to a well-considered game, and after setting out the pieces, and even after some moves have been made, become aware that the board was wrongly placed. However, we must not think that we shall find among inferior players less vanity than among the Great Guns. On the contrary, the lower a player stands on the scale the more irritable is he at every doubt expressed as to the accuracy of his moves, and though his game stand ever so badly, he will not believe it; but considers his play good and even better than that of his antagonist. At all events, among Chess-players, one meets with very little of that refined and courtly manner which one would expect to find exhibited by those who have daily to deal with kings and queens, indeed, a great number of Chess-players know not how to deal with these high personages, whose every movement is of the utmost importance; nor even with the lower ranks, bishops, knights or pawns. And it is droll to hear from such lips that this or that player is strong with his bishops or his pawns. As if anything could be more important than in every situation to make the most effective move by whatever piece one may use. One need not be surprised, if it be remarked that this or that move would just now have been the strongest, it be answered, "oh! that may still be done."

Indeed, while with good players every move changes the physiognomy of the game, and its development proceeds, often enough with bad players, during a greater number of moves, the game remains substantially unchanged.

A well-known physician has, in one of the most extensively read periodicals, though not in the choicest language, published an article on the bad habits of Chess-players. Were we to follow his example, we could write a rich chapter concerning their unseemly practices. One of the worst is, perhaps, to suffer a cloud of tobacco smoke to intercept the gaze of an opponent, especially if, as is often the case, the tobacco is not of the finest kind. It is, moreover, extremely disagreeable when a player perpetually lets the ashes of his cigar fall on the board, and in making his apologies, scatters them on his adversary's dress-coat. Fearful, certainly, are the movements of the feet of some players, whereby the table and the chair of the opponent are made to vibrate, and he himself is thrown into a state of nervous agitation.

Detestable also is the rapping on the table with the pieces which bad habit some players have acquired, and which appears expressly intended to disturb the enemy in his combinations.

In addition, there is the habit of mocking, if the one has at any time made a mistake, thereby causing his game to give way; mockery, which he who indulges in it loves ironically to clothe in the form of praise, though by it the opponent is the more exasperated. Or triumphantly leaning back in his chair, with a countenance assured of victory, looks round among the bystanders, whilst the other, with wounded feelings, sorrowfully supporting his head with his hand, vainly endeavours to retrieve his lost fortunes. No! I have never seen a Chess-player show sympathy for a defeated opponent; at the most there is but an expression of regret that by his own carelessness he has allowed the enemy to exist a moment longer than he need have done. Therefore, I do not believe in the moral influence of Chess. One, who by an artifice, in which he persists, endeavours to make another fall, though it be by intellectual weapons only, can, in my opinion, lay no claim to moral worth.

In watching a match one observes only the victor and the vanquished. If it be acknowledged that it is only by the trick that one has conquered, it is but an excuse to say that the defeated played badly, as the play of the other has in reality been much worse.

The more incorrect and tricky the game, the more the victor considers it his highest interest to make it known, considering it even worthy of publication as if he had kept strictly within the rules of fair play. And even if a player keep within the rules of the game, without seeking to better his chances of success by descending to mean artifices, then,—I am afraid to speak out—are not often false moves made? Have I not many a time witnessed how the queen's bishop has glided swiftly from c 8 to g 4, notwithstanding that the pawn

of d 7 still stood firm; and the opponent being full of thought, has, in the uprightness of his own heart, failed to mark the false move? If the moral delinquency of the victor had been earlier discovered, the result of the game would have been rendered null and void. Sad is it for the lovers of truth that we have to reveal these gloomy and dark sides of the practices of Chess-players; but has not life its dark and haunted places? Notwithstanding that, it is said by one of the poets, "Life is still beautiful,"? So also say we, "Chess is still beautiful," that Chess-play in which powerful intellects coming into collision produce an emission of bright thoughts, and the sharpest thinkers grasp the victor's crown; while during the hours devoted to the worship of Chess the most difficult enigmas of life are forgotten.

TOURNAMENT AT THE CITY AND COUNTY OF DUBLIN CHESS CLUB.

The Tourney for the Silver Challenge Cup presented by the Chairman of the Club began on the 2nd April, 1868, and is still pending. There are eighteen combatants in the first round, and these have been paired by lottery thus:—

FIRST ROUND.

Mr. G. Barry	...	against	...	Mr. Rynd.
Mr. S. Barry	...	,,	...	Mr. Collins.
Mr. Jones	...	,,	...	Mr. Inglis.
Mr. Mills	...	,,	...	Mr. Glorney.
Mr. Pim	...	,,	...	Mr. Nolan.
Mr. Cleere	...	,,	...	Mr. Long.
Mr. Carroll	...	,,	...	Rev. E. Buckley.
Mr. Hunt	...	,,	...	Mr. White
Mr. Cranwell	...	,,	...	Mr. O'Connell.

The conditions of combat are, that every player is allowed one hour for making twelve moves; and that, in each match, he who first scores five games is to be accounted victor.

In another part of this number, or in our next, we shall endeavour to give two or three of the best games played.

GAMES.

Game X.

This and the four following games are taken from the forthcoming Book of the International Chess Congress of 1867. The notes to them being written by the editors of that work, Messrs. De Rivière and Neümann.

(*The Ruy Lopez Kt.'s Opening.*)

White. (Mr. Czarnowski.)	*Black.* (Mr. From.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	Kt. to K. B. third
4. Castles	B. to K. second

["Less good than taking K.'s Pawn."]

5. Kt. to Q. B. third	P. to Q. third
6. P. to Q. fourth	P. takes P.
7. Kt. takes P.	B. to Q. second
8. Kt. takes Kt.	P. takes Kt.
9. B. to Q. third	Castles
10. P. to K. R. third	R. to Q. Kt. square
11. P. to K. B. fourth	P. to K. R. third
12. P. to Q. Kt. third	Kt. to K. R. second
13. R. to Q. Kt. square	P. to K. B. fourth
14. P. to K. fifth	B. to K. third
15. Q. to K. second	P. to Q. fourth
16. Kt. to Q. square	P. to Q. B. fourth
17. B. to Q. Kt. second	Q. to K. square
18. K. to R. second	Q. to K. B. second
19. Kt. to K. third	R. to Q. Kt. third
20. P. to K. Kt. third	K. to R. square
21. R. to K. Kt. square	K. R. to Q. Kt. square
22. P. to Q. B. third	Kt. to K. B. square
23. R. to K. Kt. second	P. to Q. R. fourth
24. Q. to K. B. third	P. to Q. R. fifth
25. P. to K. Kt. fourth	

["The sacrifice of the Q. Kt. Pawn was not judicious. We think White should have taken the Q.'s Rook's Pawn."]

25.	P. takes K. Kt. P.
26. P. takes K. Kt. P.	P. takes P.
27. P. takes P.	R. takes P.
28. Kt. to K. B. fifth	P. to Q. B. fifth
29. Kt. takes. B.	Q. takes Kt.
30. B. to K. B. square	B. to K. Kt. square

["This move is weak; P. to Q. fifth appears decisive."]

31. Q. to K. third	Kt. to Q. second
32. P. to K. Kt. fifth	Q. to K. third
33. P. takes P.	Q. takes P. (check)
34. K. to Kt. square	Q. to K. third
35. Q. to K. Kt. third	P. to K. Kt. third
36. R. to K. R. second (check)	B. to K. R. second
37. B. to K. R. third	Q. to K. second
38. K. to R. square	

["White is sorely hampered by the position of his Q.'s Rook."]

38.	Kt. to K. B. square

["The moves for the defence are blameable. Why not have played the Kt. to Q. B.'s fourth?"]

39. P. to K. B. fifth

["By this combination White loses two lesser pieces for a Rook."

39.	P. takes P.
40. B. takes P.	R. takes B.
41. Q. R. takes R.	R. takes R.
42. R. takes R.	B. takes B.
43. R. to K. Kt. second	Kt. to K. Kt. third
44. K. to Kt. square	B. to K. fifth

["Mr. From should have taken the Pawn with his Queen."]

45. R. to K. R. second (check)	K. to Kt. second
46. R. to K. R. fifth	P. to Q. B. third
47. K. to B. square	Q. to Q. R. second
48. Q. to K. square	Q. to Q. R. seventh
49. R. to K. Kt. fifth	Q. to K. R. seventh
50. Q. to K. third	Q. to R. eighth (check)
51. K. to B. second	Q. to Q. R. eighth

["We do not comprehend the intention of Mr. From."]

52. Q. to K. Kt. third	Q. to Q. R. seventh (check)
53. K. to Kt. square	Q. to Q. R. eighth (check)
54. K. to R. second	Q. to Q. R. seventh (check)
55. K. to R. third	K. to B. second
56. Q. to K. Kt. square	Kt. to B. 5th (check)

["This phase of the game is not well played by Black."]

57. K. to R. fourth	Kt. to Kt. seventh (check)
58. K. to Kt. third	Q. to Q. seventh
59. Q. to K. B. square (check)	Q. to K. B. fifth (check)
60. Q. takes Q. (check)	Kt. takes Q.
61. K. takes Kt.	K. to K. third
62. R. to K. R. fifth	P. to Q. B. fourth
63. R. to K. R. sixth (check)	K. to Q. second
64. R. to Q. R. sixth	B. to K. Kt. seventh
65. P. to K. sixth (check)	K. to K. second

66. K. to K. fifth	P. to Q. fifth
67. R. to Q. R. seventh (check)	K. to K. square
68. K. to Q. sixth	P. to Q. sixth
69. R. to K. R. seventh	K. to B. square
70. P. to K. seventh (check)	K. to Kt. square
71. P. to K. eighth, becomes a Queen.	

And Black resigns.

Game XI.

Between Messrs. Steinitz and Golmayo.

Irregular Opening.)

Black. (Mr. Golmayo.)	*White.* (Mr. Steinitz.)
1. P. to Q. fourth	P. to K. B. fourth
2. P. to K. fourth	

["We advised this move shortly after the match between Messrs. Morphy and Harrwitz. It is known that the latter constantly played P. to Q. fourth when he had the move; Mr. Morphy, wishing to avoid the monotony of this opening, had adopted in defence P. to K. B's. fourth, and it is rather remarkable that Harrwitz never once tried the merit of the move."]*

2.	P. takes P.
3. Kt. to Q. B. third	P. to K. third

["This is not the correct move, and, in effect, the second player is hardly better off than the position of him who gives the Pawn and move. We present here the variations most deserving attention:—

3. Kt. to Q. B. third	Kt. to K. B. third
4. B. to K. Kt. fifth	P. to Q. B. third
5. B. takes Kt.	K. P. takes B.
6. Kt. takes P.	P. to Q. fourth
7. Kt. to K. Kt. third	B. to Q. third
8. B. to Q. third or (A)	Castles
9. K. Kt. to K. second	

And the game is equal.

(A)

8. Q. to K. R. fifth (check)	P. to K. Kt. third
9. Q. to K. R. sixth	B. to K. B. square or (B)
10. Q. to Q. second	B. to K. Kt. second
11. Castles	Castles
12. P. to K. R. fourth	P. to K. B. fourth
13. P. to K. B. fourth	

With a good game.

(B)

9.	Q. to K. second (check)
10. K. to Q. second	B. to K. third
11. R. to K. square	Kt. to Q. second
12. Kt. to K. R. third	Castles on Queen's side
13. B. to Q. third	Q. to K. B. second

The game is even."]

* Messrs. Nellmann and De Rivière appear to be unconscious that the move in question was first played more than twenty years ago by Mr. Staunton, and has been given both in his *Handbook* and *Chess Praxis*.—EDITORS OF CHESS WORLD.

4. Kt. takes P.	Kt. to K. B. third
5. B. to Q. third	P. to Q. Kt. third
6. B. to K. Kt. fifth	B. to K. second
7. Kt. takes Kt. (check)	B. takes Kt.
8. Q. to K. R. fifth (check)	K. to K. second
9. Kt. to K. R. third	Q. to K. B. square
10. B. takes K. R. P.	

["This was a great fault. If he had Castled on the K.'s side he would have had an incontestable superiority."]

10.	Q. to K. Kt. square

["A fortunate *coup*, which not only destroys the attack, but wins a Piece."]

11. B. takes B. (check)	P. takes B.
12. Q. to K. B. third	

["Thinking to win the Rook for the Bishop, but not perceiving that the Queen would be locked up and lost."]

12.	Q. takes B.
13. Q. takes Q. R.	Kt. to Q. B. third
14. P. to Q. fifth	Q. to K. fifth (check)
15. K. to Q. second	Q. takes Q. P. (check)
16. K. to K. square	R. to Q. square
17. P. to K. B. third	Q. to K. fourth (check)
18. K. to Q. second	Q. to Q. fifth (check)
19. K. to Q. B. square	B. to Q. R. third
20. Q. takes R. (check)	K. takes Q.
21. R. to K. square	Q. to Q. B. fifth

And Black abandoned the game.

Game XII.

Between Mr. Rosenthal and Mr. S. Loyd.

(*The Lopez Kt.'s Game.*)

White. (Mr. Rosenthal.)	*Black.* (Mr. Loyd.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. third
4. P. to Q. fourth	P. takes P.
5. Q. takes P.	B. to Q. second
6. B. takes Kt.	B. takes B.
7. Kt. to Q. B. third	

["Not so strong a move as B. to K. Kt. fifth."]

7.	Kt. to K. B. third
8. B. to K. Kt. fifth	B. to K. second
9. Castles on Q.'s side	Castles
10. P. to K. fifth	

["We prefer playing K. R. to K. square."]

10.	Kt. to K. square
11. B. to K. B. fourth	P. takes P.
12. Q. takes K. P.	B. to Q. third
13. Q. to K. third	B. takes B.
14. Q. takes B.	Q. to K. B. third

["By this time Mr. Loyd appears to have overcome the difficulties which the Lopez attack imposes on the second player."]

15. Q. to K. Kt. third	Kt. to Q. third
16. Kt. to K. fifth	Kt. to K. fifth
17. Kt. takes Kt.	B. takes Kt.
18. K. R. to K. square	B. to K. B. fourth
19. P. to K. B. fourth	Q. R. to Q. square
20. Q. to K. B. second	Q. to Q. R. third
21. P. to Q. R. third	P. to K. B. third
22. Kt. to K. B. third	Q. to Q. B. fifth
23. Kt. to Q. fourth	R. to Q. fourth
24. Kt. takes B.	R. takes Kt.
25. Q. to Q. fourth	R. takes P.
26. Q. takes Q.	R. takes Q.
27. Q. R. to Q. seventh	R. to Q. B. square
28. K. R. to K. seventh	R. to K. Kt. fifth
29. P. to K. Kt. third	P. to K. R. fourth
30. K. to Q. second	P. to Q. Kt. fourth
31. K. to K. third	P. to Q. R. fourth
32. R. takes Q. B. P.	R. takes R.
33. R. takes R.	P. to K. R. fifth
34. K. to K. B. third	P. takes Kt. P.
35. P. takes P.	R. to K. Kt. fourth
36. P. to Q. Kt. third	R. to Q. fourth
37. R. to Q. R. seventh	P. to Q. Kt. fifth
38. P. takes P.	P. takes P.
39. R. to Q. Kt. seventh	R. to Q. B. fourth
40. R. takes P.	R. takes P.
41. R. to Q. Kt. seventh	K. to R. second
42. P. to Q. Kt. fourth	K. to Kt. third
43. P. to Q. Kt. fifth	R. to Q. B. sixth (check)
44. K. to Kt. second	R. to Q. Kt. sixth
45. P. to Q. Kt. sixth	K. to B. fourth
46. R. to Kt. eighth	K. to Kt. fifth
47. K. to B. second	R. to Q. Kt. seventh (check)
48. K. to K. third	K. takes P.
49. P. to Kt. seventh	P. to B. fourth
50. R. to K. B. eighth	P. to B. fifth (check)
51. R. takes P.	R. takes P.

And the game was drawn.

Game XIII.

Between Messrs. De Vere and Golmayo.

(*The Lopez Kt.'s Game.*)

White. (Mr. De Vere.)	*Black.* (Mr. Golmayo.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. R. fourth	Kt. to K. B. third
5. Castles	Kt. takes P.
6. P. to Q. fourth	B. to K. second
7. R. to K. square	P. to Q. fourth
8. Kt. takes P.	B. to Q. second
9. Kt. takes B.	Q. takes Kt.
10. P. to K. B. third	

["Not so good as P. to Q. B. fourth, which gives an attack on the centre."]

10.	Kt. to K. B. third
11. Kt. to Q. B. third	Castles on K.'s side
12. B. to K. Kt. fifth	P. to K. R. third
13. R. takes B.	

["Well played."]

13.	Q. takes R.
14. Kt. takes Q. P.	Q. to Q. third
15. Kt. takes Kt. (check)	P. takes Kt.
16. B. takes K. R. P.	K. R. to K. square
17. P. to Q. B. third	P. to Q. Kt. fourth
18. B. to Q. B. second	Kt. to K. second
19. Q. to Q. third	P. to K. B. fourth
20. Q. to Q. second	P. to Q. R. fourth
21. B. to K. B. fourth	Q. to Q. second
22. B. to K. fifth	R. to Q. R. third
23. Q. to Kt. fifth (check)	R. to K. Kt. third
24. Q. to K. R. fourth	K. to B. square
25. P. to K. Kt. fourth	

["Mr. De Vere conducts his attack with ability."]

25.	Kt. to K. Kt. square
26. Q. to K. Kt. third	Kt. to K. R. third
27. K. to B. second	P. to K. B. third
28. B. takes Q. B. P.	K. to Kt. square
29. Q. to Q. sixth	Q. to K. Kt. second
30. R. to K. square	Kt. takes P. (check)
31. P. takes Kt.	R. takes R.
32. K. takes R.	R. takes P.
33. Q. to K. sixth (check)	

And Black resigned.

Game XIV.

Between Messrs. Neümann and de Vere.

(Evans-Gambit declined.)

White. (Mr. Neümann.	*Black.* (Mr. de Vere.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. to Q. Kt. third
5. P. to Kt. fifth	Kt. to Q. R. fourth
6. Kt. takes P.	Kt. takes B.

["In this mode of declining the Evans' Gambit the second player loses a Pawn without compensation. Let us examine some variations:—

6.	Q. to K. B. third
7. B. takes P. (check)	K. to B. square
8. P. to Q. fourth	P. to Q. third
9. B. takes Kt.	P. takes Kt.
10. B. to Q. fifth	B. takes P.
11. P. to K. B. fourth	B. takes R. or (A)
12. P. takes P.	Q. takes P. or (B)

If the Bishop take the Pawn, or if the Queen move to K. Kt. third, White wins the Queen.

13. R. to K. B. square (check)	K. to K. second
14. B. to Q. R. third (check)	K. to. Q. square
15. B. to Kt. eighth (dis. check)	Q. to Q. fifth
16. R. to B. eighth (check)	K. to Q. second
17. Q. to K. Kt. fourth. Mate.	

(B)

12.	Q. to K. second
13. B. to Q. R. third	B. to Q. B. sixth (check)
14. Kt. takes B.	Q. takes B.
15. Castles (check)	K. to K. square
16. B. to B. seventh (check)	K. to K. second
17. Kt. to Q. fifth (check)	

And White wins.

(A)

11.	P. takes P.
12. B. takes K. B. P.	Q. takes B.
If 12.	B. takes R.
13. B. to Q. second	Q. to Q. Kt. third
14. R. to K. B. square (check)	K. to K. square
15. Q. to K. R. fifth (check)	

And wins.

13. R. to K. B square	Q. takes R. (check)
14. K. takes Q.	B. takes R.
15. Q. to Q. second	

And wins.

There is another defence by—

6.	Kt. to K. R. third (best)
7. P. to Q. fourth	P. to Q. third

8. B. takes Kt.	P. takes Kt.
9. B. takes K. Kt. P.	Q. takes Q. P.
10. Q. takes Q.	B. takes Q.
11. B. takes R.	B. takes R.
12. B. to Q. third	K. to K. second, &c.

The defence by—

6.	B. to Q. fifth

will be found in a subsequent game."]

7. Kt. takes Kt.	Kt. to K. second
8. Kt. takes B.	

["Castling is simpler."]

8.	Q. R. P. takes Kt.
9. P. to Q. fourth	Castles
10. P. to K. B. fourth	Q. to K. square
11. B. to Q. R. third	P. to Q. fourth
12. P. to K. fifth	B. to Q. second
13. Castles	B. takes P.
14. R. to K. B. third	Q. to Q. second
15. P. to K. B. fifth	K. R. to K. square
16. B. takes Kt.	Q. takes B.
17. R. to K. Kt. third	Q. to K. R. fifth
18. Kt. to Q. B. third	B. to Q. B. fifth
19. P. to K. B. sixth	P. to K. Kt. third
20. Q. to Q. second	P. to Q. B. fourth
21. K. to K. R. square	P. to K. R. third
22. R. to K. Kt. fourth	Q. to K. R. fourth
23. Q. R. to K. square	R. to K. third
24. P. to K. R. third	Q. R. to K. square
25. P. takes Q. B. P.	R. takes K. P.
26. Q. R. takes R.	Q. takes Q. R.
27. P. takes P.	Q. takes K. B. P.
28. Kt. takes P.	B. takes Kt.
29. Q. takes B.	Q. takes P.
30. R. to K. fourth	R. to Q. square
31. Q. to K. fifth	Q. to Q. Kt. eighth (check)
32. R. to K. square	Q. takes Q. R. P.
33. Q. to Q. B. seventh	Q. to Q. fourth
34. R. to K. seventh	R. to Q. R. square

["White now wins a Pawn without danger in return for the one he had lost."]

35. Q. takes Q. Kt. P.	R. to Q. R. eighth (check)
36. K. to K. R. second	Q. to Q. third (check)
37. P. to K. Kt. third	R. to Q. R. sixth

["An error which involves the loss of the *partie*. He should have played the Queen to Q. seventh checking, and then have exchanged the Queens."]

38. R. to K. eighth (check)	K. to Kt. second
39. Q. to Q. Kt. second (check)	Q. to K. B. third
40. R. to K. Kt. eighth (check)	

And Black resigned.

Game XV.

Played in a match won by Mr. G. B. Fraser, of Mr. E. Pindar, in 1865, but hitherto unpublished.

(*Hampe's opening.*)

Black. (Mr. Pindar.)	*White.* (Mr. Fraser.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to Q. B. third	Kt. to K. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. Kt. to K. B. third	P. to Q. third
5. P. to Q. third	P. to Q. B. third
6. B. to Q. Kt. third	P. to K. R. third
7. Kt. to K. second	B. to K. Kt. fifth
8. Kt. to K. Kt. third	P. to Q. R. fourth
9. P. to Q. B. third	Q. to Q. Kt. third
10. Castles	Q. Kt. to Q. second
11. P. to K. R. third	P. to Q. R. fifth
12. B. to Q. B. second	

[We suppose Mr. Pindar had good reason for not winning a Pawn, but the following line of play looks very tempting:—

12. B. takes K. B. P. (check)	K. takes B.
13. P. takes B.	Kt. takes P.
14. P. to Q. fourth	P. takes P.
15. P. takes P.	B. to Q. Kt. fifth
16. P. to Q. R. third	B. to Q. R. fourth
17. Kt. to K. Kt. fifth (check)	P. takes Kt.
18. Q. takes Kt.	Kt. to K. B. third
19. Q. takes P.	

Threatening Kt. to K. B. fifth, &c.]

12.	B. takes Kt.
13. Q. takes B.	Q. to Q. B. second
14. Kt. to K. B. fifth	R. to K. Kt. square

[This move appears to have been made under the misapprehension that if Black played his Kt. to K. B. fifth, it could be driven back by the K. Kt. Pawn.]

15. P. to Q. Kt. third	P. to Q. fourth
16. P. takes Q. R. P.	B. to K. B. square

[Preparatory to expelling the troublesome Kt. at K. B. fifth; a humiliating resource.]

17. B. to Q. Kt. third	P. takes P.
18. P. takes P.	R. to K. R. square

[White's position now, it must be admitted, is sufficiently discouraging, but Mr. Fraser, remembering that all is not lost that is in danger, determined, evidently, to fight to the death.]

19. R. to Q. square

[He should have played Q. B. to K. third, and then have moved the *Q.'s* Rook to this square.]

19.	P. to K. Kt. third
20. Kt. to K. third	B. to K. second
21. Kt. to Q. B. fourth	Kt. to Q. B. fourth
22. B. to K. third	Q. Kt. takes K. P.

[He would have gained a loss by taking the Bishop, *ex. gr.*—

22.	Q. Kt. takes B.
23. B. to Q. Kt. sixth	Q. to Q. Kt. square
24. Q. R. to Q. Kt. square, &c.	

23. B. to Q. Kt. sixth	Q. to Q. Kt. square
24. R. to K. square	Kt. to K. Kt. fourth
25. Q. to K. third	P. to K. fifth
26. Q. R. to Q. square	Kt. to Q. fourth
27. Q. to Q. fourth	B. to K. B. third
28. R. takes P. (check)	Kt. takes R.
29. Q. takes Kt. (check)	K. to B. square
30. B. to Q. fourth	K. to Kt. second
31. Kt. to Q. Kt. sixth	R. to K. square
32. B. takes B. (check)	Kt. takes B.
33. Q. to Q. fourth	R. to K. fifth
34. Q. to Q. third	R. to Q. R. third
35. Kt. to Q. seventh	Q. to K. square

[And now White, by some skill, but more patient courage, has retrieved the fortunes of the day, and acquired a manifest superiority both in position and force.]

36. K. to B. square (!)

[This was not to be looked for, but even without this slice of luck Mr. Fraser was pretty secure to win.

36.	Kt. takes Kt.
37. P. to K. B. third	R. to K. second

And Mr. Pindar resigned.

Game XVI.

Played in the Tourney for the Challenge Cup, at the City and County of Dublin Chess Club, by Messrs. G. Barry and Rynd.

(*French Opening.*)

Black. (Mr. Barry.)	*White.* (Mr. Rynd.)
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth

3. P. takes P.	P. takes P.
4. Kt. to K. B. third	B. to Q. third
5. B. to Q. third	Kt. to K. B. third
6. Castles	Castles
7. P. to Q. B. fourth	P. takes P.
8. B. takes Q. B. P.	B. to K. Kt. fifth
9. B. to K. third	Kt. to Q. B. third
10. Q. Kt. to Q. second	P. to K. R. third
11. P. to K. R. third	B. to K. R. fourth
12. R. to Q. B. square	P. to Q. R. third
13. P. to Q. R. third	Q. to Q. second
14. B. to K. second	K. R. to K. square
15. Kt. to Q. B. fourth	

[Kt. to K. fifth, though promising in appearance, would have cost a Pawn at least.]

15.	Q. R. to Q. square
16. Kt. takes B.	Q. takes Kt.
17. Q. to Q. B. second	Kt. to Q. fourth
18. Q. to Q. second	P. to K. B. fourth

[Before playing this Pawn, we should have preferred retiring the King to R.'s square.]

19. B. to Q. B. fourth	B. takes Kt.
20. P. takes B.	K. to R. square
21. P. to K. B. fourth	Q. to K. Kt. third (check)
22. K. to R. second	Kt. takes B. P.

[Ingenious, but somewhat too hazardous in a match.]

23. B. takes Kt.	R. takes Q. P.
24. R. to K. Kt. square	R. takes Q.
25. R. takes Q.	R. takes P. (check)
26. K. to Kt. third	R. takes Q. Kt. P.
27. R. to K. sixth	R. takes R.
28. B. takes R.	Kt. to Q. fifth
29. B. to K. fifth	Kt. to K. seventh (check)
30. K. to B. third	R. to Q. Kt. third

[This is his best move, and now the game assumes all the appearance of a drawn battle.]

31. R. to K. square	R. takes B.
32. R. takes Kt.	R. to K. second
33. K. to B. fourth	R. to K. B. second
34. R. to Q. second	K. to R. second
35. P. to K. R. fourth	P. to Q. B. third
36. R. to Q. eighth	K. to Kt. third
37. R. to K. Kt. eighth	

[P. to Q. R. fourth, aiming to advance him presently a step forwarder, and thus stop White's Q.'s Pawns from marching onwards, looks to us a better course of play

than that adopted. If, in reply to P. to Q. R. fourth, White moves his King to R.'s fourth, then Black could rejoin with R. to K. Kt. square, &c.]

37.	K. to R. second
38. R. to Q. B. eighth	K. to Kt. third
39. R to Q. B. seventh	

[Again, P. to Q. R. fourth seems the right move.]

39.	R. takes R.
40. B. takes R.	P. to Q. B. fourth
41. B. to Q. Kt. sixth	P. to Q. B. fifth
42. B. to Q. fourth	P. to Q. Kt. fourth
43. B. to Q. B. third	

Drawn game.

Game XVII.

Played in the same Tourney, by the Rev. Mr. P. Buckley and Mr. C. Carroll.

Lopez-Knight's Opening.

White. (Mr. Buckley.)	*Black.* (Mr. Carroll.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	B. to Q. B. fourth
4. P. to Q. B. third	Q. to K. second
5. B. takes Kt.	Q. P. takes B.
6. Castles	B. to K. Kt. fifth
7. P. to K. R. third	B. to K. R. fourth
8. P. to K. Kt. fourth	B. to K. Kt. third
9. P. to Q. fourth	P. takes P.
10. P. takes P.	B. to Q. Kt. third
11. Kt. to Q. B. third	Castles
12. P. to K. fifth	Q. to Q. Kt. fifth
13. P. to Q. R. third	Q. to Q. B. fifth
14. B. to K. third	P. to K. B. third
15. Q. to Q. R. fourth	Q. to K. third
16. Q. R. to Q. square	K. to Kt. square
17. K. to Kt. second	P. to K. R. fourth

[Now the mistake committed by Mr. Buckley in advancing his K. Kt.'s Pawn at move 8, must have been painfully apparent to him.]

18. K. to Kt. third	P. takes K. Kt. P.
19. P. takes K. Kt. P.	Kt. to K. R. third
20. B. takes Kt.	P. takes B.
21. Kt. to K. R. fourth	K. R. to Kt. square
22. P. to K. B. fourth	P. to K. B. fourth

[B. to Q. B. seventh would have been more decisive, for suppose—

22. B. to Q. B. seventh

23. P. to K. B. fifth

If he takes the Bishop, the consequences are very obvious—

23.	R. takes P. (check)
24. K. to R. third	

Because if he takes the Rook then follow 24. Q. to K. Kt. square (check) and 25. B. takes Q.

24.	Q. to K. Kt. square
25. Q. takes B.	R. to Kt. sixth (check)
26. K. to R. second	Q. to K. Kt. fifth

And White has no resource.]

23. Q. to Q. B. second	B. to K. R. fourth
24. P. to Kt. fifth	B. takes R.

[This is not the *haut* style. P. takes P. would have been at once stronger and more artistic.]

25. R. takes B.	P. takes Kt. P.
26. Kt. takes B. P.	P. takes P. (double check)
27. K. takes P.	B. takes Q. P.
28. R. to K. square	Q. to Q. B. fifth
29. Q. to K. fourth	B. takes P. (check)

And in a few more moves White abandoned the game.

Game XVIII.

Between the Rev. W. Wayte, and Mr. H. Meyer.

(*Giuoco Piano.*)

Black. (Mr. Meyer.)	*White.* (Mr. Wayte.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. B. third	Kt. to K. B. third
5. P. to Q. third	P. to Q. third
6. B. to K. Kt. fifth	P. to K. R. third
7. B. to K. R. fourth	B. to K. third
8. Q. Kt. to Q. second	Q. to K. second
9. Q. to Q. Kt. third	B. takes B.

[White gains a full equivalent inposition for the loss of a Pawn here.]

10. Q. takes Q. Kt. P.	Castles
11. Kt. takes B.	Q. to Q. second
12. B. takes Kt.	P. takes B.
13. P. to Q. Kt. fourth	K. R. to Q. Kt. square
14. Q. to Q. R. sixth	B. takes Q. Kt. P.

[This appears to be quite sound.]

15. P. takes B.	Kt. takes P.
16. Q. to Q. R. fifth	R. to Q. Kt. fourth

17. Q. to Q. R. fourth	Kt. takes Q. P. (check)
18. K. to K. second	

[It needed great circumspection on Black's part to avoid the loss of his Queen hereabouts.]

18.	Kt. to K. B. fifth (check)
19. K. to Q. second	P. to Q. fourth

[This move regains the piece.]

20. K. R. to Q. square	P. takes Kt. (dis. check)
21. K. to K. square	Q. to Q. B. third
22. K. to B. square	Kt. to Q. sixth

And Black resigns.

Game XIX.

Between the Rev. W. Wayte and Mr. Thorold.

(Bishop's Gambit.)

White. (Mr. Wayte.)	*Black.* (Mr. Thorold.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. K. B. to Q. B. fourth	P. to Q. fourth
4. B. takes P.	Kt. to K. B. third
5. Kt. to Q. B. third	K. B. to Q. third
6. Kt. to K. B. third	Castles
7. Castles	Kt. takes B.
8. P. takes Kt.	Q. B. to K. Kt. fifth
9. P. to Q. fourth	P. to Q. B. third
10. Q. to Q. third	

[Better than taking the Pawn.]

10.	Kt. to Q. R. third
11. P. to Q. R. third	Q. R. to Q. B. square
12. B. to Q. second	K. R. to K. square
13. P. takes P.	Q. R. takes P.
14. Q. Kt. to Kt. fifth	K. B. to Q. Kt. square
15. Q. R. to K. square	Q. R. to K. third
16. R. takes R.	B. takes R.
17. Kt. to Q. B. third	

[Apparently White abandoned his intention of playing P. to Q. B. fourth, from fear of the reply Kt. to Q. B. fourth; but the move might have been safely made and would have improved his game.

17.	Q. to Q. B. square
18. R. to K. square	R. to Q. square

[Black evidently could not play B. to Q. B. fifth.]

19. P. to Q. fifth	P. to K. R. third
20. P. to Q. Kt. fourth	P. to K. Kt. 4th

[An error, since it allows White to free his Kt. and prepare to advance the Q. B. P. The object of it was, however, to bring the Kt. into play again at Q. B. second.]

21. Q. Kt. to K. fourth	Kt. to Q. B. second

[This loses the game. Black should have played B. to K. B. fourth, though by so doing he would have relinquished the attack on the Q. P.]

22. Kt. to K. B. sixth (check)	K. to B. square

[If K. to Kt. second, the reply is B. to Q. B. third.]

23. Q. to K. R. seventh	Kt. takes P.
24. Kt. takes Kt.	K. to K. square

[The loss of a piece has been inevitable since Black's 21st move. He cannot retake with Rook without losing Queen.]

25. P. to Q. B. fourth	P. to Q. Kt. fourth
26. K. Kt. to Q. fourth	R. to Q. third
27. Q. to K. R. eighth (check)	K. to Q. second
28. Kt. to K. B. sixth (check)	K. to B. second
29. Kt. takes Q. Kt. P. (check)	

And Black resigns.

NORTHUMBERLAND AND DURHAM CHESS ASSOCIATION.

THE members of this Association held their annual gathering this year at the Golden Lion Hotel, South Shields, on Monday and Tuesday last. The weather was much more suitable for out-of-door recreations than for the prosecution of a sedentary game like Chess; but, notwithstanding the strong attractions of the country, a goodly assemblage of devoted amateurs mustered on the occasion. Several tourneys were organized, and were quickly filled with competitors. The following is the score of the two days' play:—

TOURNEY A (open to all comers).—*First Round.*—Thos. Stokoe (Gateshead), beat J. Scott (South Shields); R. Punshon (Newcastle), beat D. Hill (South Shields); W. Park (West Hartlepool), beat G. D. Robson (South Shields); J. Nicholson (South Shields), beat W. Mitcheson (Newcastle). In this round the first game between Messrs. Mitcheson and Nicholson was drawn. *Second Round.*—R. Punshon beat W. Park, after playing two games which ended in a *remise;* and T. Stokoe beat J. Nicholson. The last round remains to be played between Messrs. Stokoe and Punshon.

TOURNEY B (Handicap Tourney, open to members).—*First Round.*—T. Stokoe beat W. Park; J. Nicholson beat R. Punshon; D. Hill beat W. Mitcheson; G. D. Robson beat G. Newton (absent). *Second Round.*—D. Hill beat G. D. Robson, to whom he gave Q. Kt. T. Stokoe and J. Nicholson have yet to play.

TOURNEY C (Handicap Tourney, open only to the members of the association).—*First Round.*—J. Kell, South Shields, receiving pawn and move, beat G. D. Robson, South Shields; W. C. Cotton, Tynemouth, beat C. Edmundson, North Shields, playing even; J. R. Scott, South Shields, beat W. Stobbs, North Shields, playing even. This tourney was left unfinished.

TOURNEY D (open to members). *First Round.*—J. R. Scott beat M. Scott, North Shields; W. Scott, South Shields, beat R. Bone, North Shields; W. Stobbs beat J. E. Rose, South Shields; F. Woodmass, Newcastle, beat J. B. Wheldon, North Shields. *Second Round.*—W. Scott beat W. Stobbs; J. R. Scott beat F. Woodmass. *Third Round.*—W. Scott beat J. R. Scott.

TOURNEY E (open to members).—*First Round.*—M. Scott beat J. E. Rose; E. B. Smith, South Shields, beat H. Todd, South Shields. *Second Round.*—M. Scott beat H. Todd.

TOURNEY F.—*First Round.*—H. Todd beat Thomas Coulson, South Shields; G. D. Robson beat R. Bone. *Second Round.*—G. D. Robson beat H. Todd.

The business of the meeting was held at the conclusion of the play, when Messrs. Mitcheson, Hill, and Spence were elected secretaries for the ensuing year. It was arranged that the next annual meeting shall be in Newcastle on Easter Monday and Tuesday. The problem tourney is won by Mr. Wm. Coulthard, of Hexham.

At the conclusion of the meeting, the members partook of supper. Dr. Scott, North Shields, a vice-president of the association, occupied the chair; the vice-chair being filled by Mr. G. D. Robson, another of the vice-presidents of the association. Among those also present were Messrs. W. Mitcheson, D. Hill, J. Nicholson, W. Cotton, John Scott, G. D. Robson, T. Kell, E. B. Smith, R. Punshon, W. Park, J. Newton, J. Stobbs, J. B. Wheldon, W. Harrison, F. Woodmass, F. Corder, T. Stokoe, J. R. Scott, W. Scott, J. Taylor, J. Newton, &c. A capital supper was provided by the host and hostess, and on the removal of the cloth,

The CHAIRMAN gave the usual loyal toasts, which were received with acclamation. In proposing "The Army, Navy, and Volunteers," he associated with the toast the name of Mr. Punshon, of Newcastle, who responded.

The CHAIRMAN next rose, and gave the toast of the evening—"Continued prosperity to the Northumberland and Durham Chess Association"—which was received with applause. The satisfactory meeting which they had had augured well for the future and continued properity of the club, and the interest evinced in the several competitions had been very gratifying. The meeting which they were bringing to a conclusion had been of a very successful character, and the greatest harmony and goodwill had pervaded the entire proceedings from first to last. (Hear, hear.)

Mr. PUNSHON gave "The Health of the President of the Association—Lord Ravensworth—with that of the Officers." (Hear.) With the toast he associated the name of Mr. Mitcheson, one of the honorary secretaries, who was well deserving of their thanks for the manner in which he had laboured in behalf of the Association. (Hear, hear.) He also had much pleasure in thanking Mr. Cotton for his services in connection with the association. (Hear, hear.) He trusted that the newly elected secretaries would labour as energetically in making the association prosperous, as had their predecessors. (Hear, hear.)

Mr. MITCHESON replied, and said it was quite true that he had had the lion's share of the work, so to speak, but this arose from the nature of the work of the secretary of the association, which was required to be done almost by one person. Whenever he needed any assistance it was most cheerfully and readily given. (Hear, hear.) He must acknowledge the services of Mr. D. Hill, of South Shields, whose exertions had undoubtedly contributed to the success of the present gathering. (Hear, hear.) Previous to resuming his seat, he gave "Success to the South Shields Chess Club," which, although of modern growth, occupied a good position, and was able to hold its own against all comers. (Hear, hear.) He associated with the toast the health of Mr. Kell, the secretary to the club. A good secretary was a *sine qua non* to the success of a chess club, and this requisite the South Shields Club possessed in Mr. Kell, who was most indefatigable. (Hear, hear.)

Mr. KELL responded, and said that one of the chief reasons why the South Shields Club was so successful was owing to the fact that all its members pulled together. (Hear, hear.) The members had also done their utmost to make the meeting of the association in that town successful, and it was gratifying to observe so good an attendance on that occasion. (Hear, hear.)

The VICE-CHAIRMAN said he had much pleasure in proposing the next toast—"The Newcastle Chess Club." (Applause.) He might say that the success of that meeting was mainly indebted to the excellent example which had been set them by the Newcastle gentlemen, followed by the Tynemouth gentlemen, and again followed up by those at South Shields. (Hear, hear.) The Newcastle members of the association were always ready to meet the other members either as personal friends, or as foes at the chess board,—(hear and laughter)—and therefore he had much pleasure in submitting the toast, coupling therewith the name of Mr. Newton. (Hear, hear.)

Mr. Newton returned thanks, and gave the "Borough of Tynemouth Chess Club." The members of the Newcastle Club had always great pleasure in meeting their friends of the Tynemouth Club, who were very good players; in fact, they might be said to have brought the Newcastle Club out. (Hear, hear.) He coupled with the toast, the health of Mr. Stobbs, of North Shields.

Mr. STOBBS replied.

The CHAIRMAN gave "The Health of the Host and Hostess—Mr. and Mrs. Burtchby," and in doing so said that the members had been attended to in a very satisfactory manner on the occasion of the holding of the association meeting. The entertainment which had likewise been provided, compared most favourably with those of similar previous occasions. (Hear, hear.)

Mr. BURTCHBY acknowledged the toast, and said if his endeavours had given them satisfaction, it afforded him very great pleasure; and if at any future time he should be favoured with the company of the association, it would afford him no little satisfaction. (Hear, hear.)

Mr. D. HILL gave "The Health of the Chairman," and said they could have none more worthy to preside over them than he. (Applause.)

The CHAIRMAN returned thanks, and said he hoped it would be long ere he lost his interest in the noble game of chess. (Hear, hear.)

"Our Next Merry Meeting" having been given, the proceedings were brought to a close. In the course of the evening the several toasts were interspersed with the harmony of some of the members.

Correspondence.

RUY LOPEZ KNIGHT'S GAME.

TO THE EDITORS OF THE "CHESS WORLD."

GENTLEMEN,

That the counter-gambit in the Ruy Lopez—

1. P. to K. fourth	P. to K. fourth
2. K. Kt. to B. third	Q. Kt. to B. third
3. B. to Q. Kt. fifth	*P. to K. B. fourth*

can be effectually answered by 4. Q. to K. second, was long ago pointed out by Major Jaenisch. White wins a Pawn without any inferiority of situation. This is now one of the common-places of the opening.

The ingenious novelty of Dr. Schliemann in your last number consists in playing the counter Gambit a move later:—

3.	K. B. to Q. B. fourth
4. P. to Q. B. third	P. to K. B. fourth

But is not 5. Q. to K. second equally effective in this position? If then 5. P. takes P. 6. B. takes Kt.: and in any other variation the gain of the Pawn seems obvious.

Before Dr. Schliemann can claim to have upset the received theory of the Ruy Lopez, he must, I think, "shew cause" against the move 5. *Q. to K. second.*

I am, &c.,

W. W.

THE WESTMINSTER CHESS CLUB TOURNAMENT.

TO THE EDITORS OF THE CHESS WORLD.

GENTLEMEN,—Some two years ago, or thereabouts, the establishment, or perhaps, I ought to say, the reconstruction of the Westminster Chess Club was announced with a mighty flourish of trumpets. It was destined, we were told in the conventional language of prospectus-mongers to "supply a national want"—it was to become the Head Centre of British Chess; it was to elevate the tone of our noble game; and, like an infant Hercules, to strangle in its cradle the twin serpents of professional play and chess charlatanism. On the first blush of the undertaking, everything seemed to promise favourably for the future of the young club. A powerful managing committee was formed, comprising most of the leading players of the day, amongst whom I may mention Messrs. Staunton, Boden, Bird, Wormald, and Burden; and by way of giving an impetus to the game, a Handicap Tournament was set on foot, which secured a very numerous and influential entry. Now, it is not my intention to here to inquire how it has happened that the managing committee, from being a representative body of English players, has dwindled into a narrow clique—how the fundamental rules of the society have been violated—or how the club itself, which, it should be remembered, was avowedly established for the cultivation of Chess, has been transmuted into a pleasant little whist *coterie* (and to tell the plain truth, but for the support of the card-playing section, the Westminster, like the old London Club, or the "British Chess Association," would now be little more than *nominis umbra*, both socially and financially); but as an old member, I think I am entitled to ask, through the medium of the CHESS WORLD, as the recognised organ of British Chess, how long we are to await for the termination of the Handicap Tournament? Personally I do not profess to be capable of elucidating this subtle problem, but I can furnish your readers with a few simple facts.

The Tournament, if my memory serves me aright, was commenced sometime during the summer of 1866, but I am not in a position to speak with any certainty with regard to the precise date. The affair was permitted by the Committee to drag its slow length along until early in January of *the present year*, then it was unanimously decided at a General Meeting of the Club that another fortnight should be allowed for the remaining competitors to play out their games, at the expiration of which period the prizes should be awarded according to the then existing state of the score. At this time there were practically only five players left in the handicap to compete for the three prizes, viz.:—Messrs. Wormald, Bayliss, Duffy, McDonnell, and Hewett. Of these five Mr. Wormald had scored every game he had played,

and Mr. Bayliss had lost but one; and as each of these gentlemen had only two more games to play, the former was, under any circumstances, entitled to the first prize, which the latter, even supposing he were defeated in both his remaining *parties*, must necessarily make a *tie* for second place. *Not a single game was played during the prescribed fortnight*, but no further steps were taken in the matter by the committee for another month. At the expiration of this period the managing committee, represented by a quorum of six, *three of whom*, I may mention, *were actually interested in the result*, took upon themselves to re-open the question, and decided (though I believe *not* unanimously) in direct opposition to the expressed opinion of a General meeting of the Club, that an additional fortnight should be allowed for play, and that the remaining games should be played out. From this decision Messrs. Wormald and Bayliss, in my opinion, very properly dissented, and declined to take any further part in the handicap, consequently, two games were scored against each of these gentlemen in default. To crown this tissue of absurdities, only *two* games have been contested between the three remaining "disinterested" competitors during the last *seven* weeks, and yet no official adjudication of the prizes has been made.

Under these circumstances, which I have narrated to the best of my humble ability, is it too much to ask what has become of the managing committee of the Westminster Chess Club.

I am, Gentlemen, yours faithfully,

A MEMBER.

Westminster Chess Club, April 23rd.

Chess Gossip.

CHESS LITERATURE.—The chess clubs of this country almost universally disregard one of their most useful functions in neglecting to provide, for the use of members, copies of the periodical and other publications in which the great examples of play are recorded. The consequence of this is that many players, though connected with otherwise good clubs, have no opportunity of practising over thoroughly fine games, and authors, as well as publishers of chess works fail to derive any remunerative return for their undertakings. The proper remedy—or, at least, one of the most easily applied and most desirable remedies—is for chess clubs to make it a rule to take a certain number of copies of any journal, specially devoted to the game, which meets the approbation of the members. By this means they will, at a trifling cost to the members, give

substantial help to the publication, and obtain, in return, for themselves what is positively necessary if they are ever to reach a high mark in chess practice. The tendency of late years has been for regular chess serials to decline, and for their places to be taken by chess columns in newspapers or weekly magazines. These substitutes by no means compensate for the loss of the original, for it is not possible, in the space of a weekly column or half-column (the latter being the more frequent of the two) to give either a full account of important chess matches, or opportunity for such literary discussion as the game would naturally excite. We strongly recommend this matter to the consideration of the members of chess clubs, being persuaded that they cannot do anything that will advance the pleasure and interest of the game so much as they would by promoting among themselves and their competitors the study of chess literature.—*Birmingham Journal.*

MR. C. F. DE JAENISCH'S ANALYSIS OF THE FRENCH OPENING.—*The Philadelphia Evening Bulletin* contains the following observation on the above: "In the March number of the *Chess World* the famous analyist, Major Jaenisch, commences one of his admirable analytical articles. The first opening treated of is the French, and the Major treats it in his usual able manner, throwing fresh light on several doubtful points; but we desire to call attention to the following line of play:

1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. *Kt. to Q. B. third.*	

This move, first introduced by Mr. Paulsen, is better, we believe, than the orthodox 3. P takes P; and, play as Black will, his Pawn at K. third confines his Q. Bishop. Suppose—

3.	B. to Q. Kt. fifth
4. B. to Q. third	Kt. to K. B. third
5. B. to K. Kt. fifth	P. to K. R. third
6. B. takes Kt.	Q. takes B.
7. Kt. to B. third	Kt. to B. third.
8. Castles	B. takes Kt.
9. P. takes B.	P. takes P.
10. B. takes P., &c.	

We are well aware that Black may vary his moves indefinitely, but the advantage in every case seems to remain with the first player, Black being unable to escape entirely from his confinement."

Problem VII.—By Mr. F. Healey.

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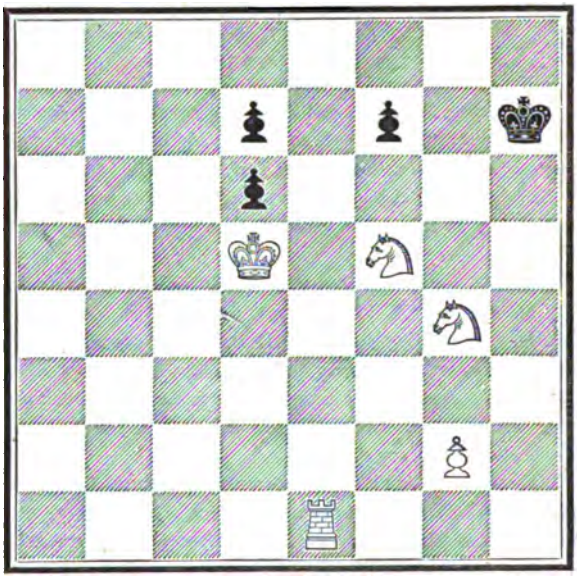

WHITE.

White to play and mate in four moves.

Problem VIII.—By Herr L. V. Bilow.

This, and the four following positions, were competing Problems in the British Tourney.

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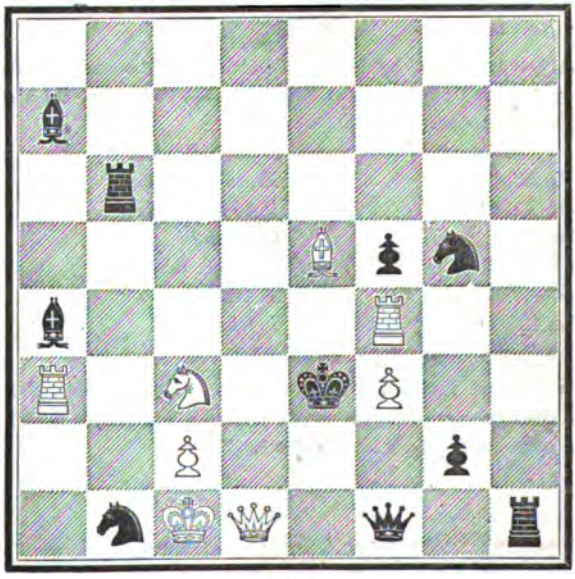

WHITE.

White to play and mate in three moves.

Problem IX.—By Mr. H. Lehner, of Vienna.

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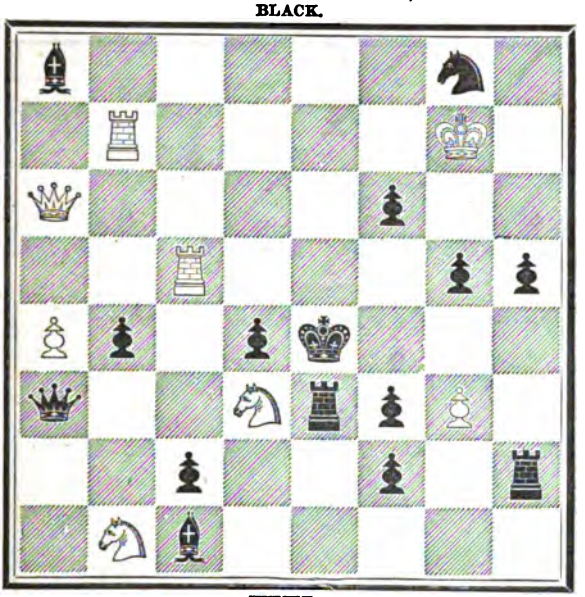

WHITE.

White to play and mate in three moves.

Problem X.—By Mr. F. Hubert, of Oedenburg.

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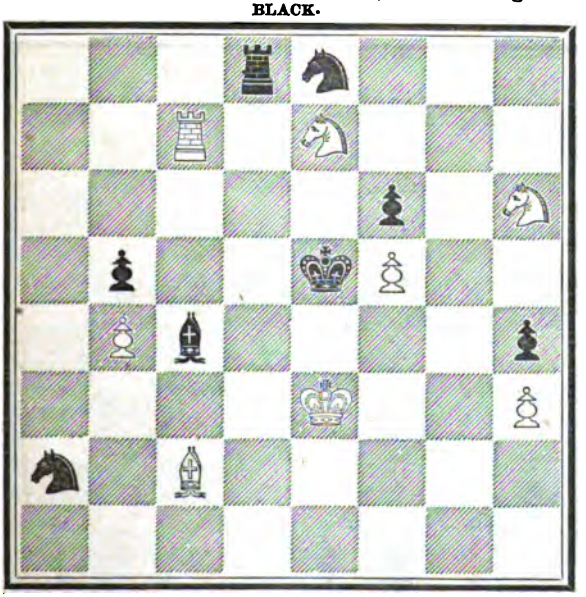

WHITE.

Witeh to play and mate in four moves.

Problem XI.—By Mr. W. Bolt.

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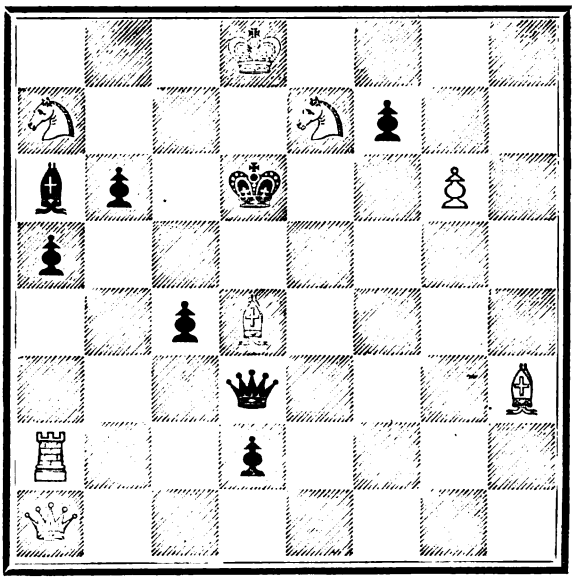

WHITE.

White to play and mate in four moves.

Problem XII.—By Mr. W. Bolt.

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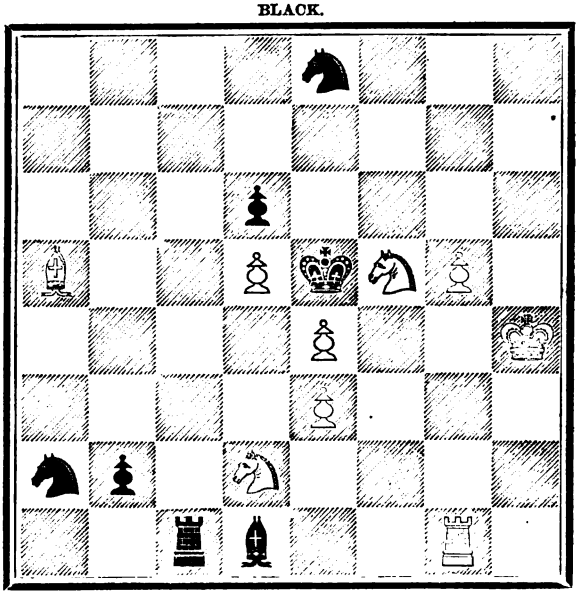

WHITE.

White to play and mate in four moves.

The Chess World.

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING,

By M. C. F. de JAENISCH.

(*Continued from page* 441.)

[The difficulty of obtaining an article of this nature in print wholly free from errors, is much greater than any one not conversant with such work would suppose. We have already noted two or three misprints in the first portion of this Essay, and as these materially affect the reasoning of the author, we take the liberty of calling attention to them once more, and, at the same time, of requesting the reader to be good enough to correct them on the margin of his copy before proceeding farther with the analyses.

At page 435, line 11 from the top, for "8. $\frac{\text{P. takes Q. B. P.}}{\text{P. takes Q. B. P.}}$" read 8. $\frac{\text{P. takes Q. B. P.}}{\textit{B.}\text{ takes Q B. P.}}$ At the same page, 4 lines from the bottom, for "but 7. $\frac{}{\text{P. to Q. B. fourth}}$ would be equally good" read "but 7. $\frac{}{\textit{Q. B. to K. third}}$ would be equally good." At page 441, line 12 from the top, for "7. B. to Q. B. fourth" read "7. *P.* to Q. B. fourth."]

The close game, under its least objectionable form, and such as the second player usually employs, is distinguished from the open game only by the circumstance that the Black Queen's Pawn is advanced but one square, and the Black King's Bishop can move only to the K.'s second, where his own action is very circumscribed, and where he restricts also the action of his Queen. As to the K.'s Pawn, it is there advanced two steps, and the Q.'s Bishop has the range of his diagonal, which sometimes leads to danger; because in being removed, this Bishop leaves undefended a very vulnerable point, the square of the Q. Kt.'s Pawn. On the other hand, this form of the close game has the great advantage of paralysing the attack of the K. Kt.'s *début*, without depriving the second player of the chance of developing his game subsequently

by the advance of the Q.'s Pawn, in the event of the adversary affording him, by some oversight, an opportunity.

This form constitutes, therefore, if not the surest, at least the most convenient defence to the opening in question. Here follows the model of it:—

FRENCH DEFENCE OF THE K. KT.'S OPENING.*

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	P. to Q. third
3. P. to Q. fourth (The correct move, compare E.)	
3.	Kt. to K. B. third

This is stronger than the move generally adopted, 3. P. takes Q. P. (See D).

4. Kt. to Q. B. third (best)

Up to this time authors have only discussed the attacks 4. B. to K. Kt. fifth, and 4. P. takes P., and these imperfectly. We shall treat of them under the heads of B and C. As to 4. B. to Q. B. fourth, followed, for the best, by

4. P. takes P. 5. Kt. to K. Kt. fifth B. to K. third 6. B. takes B. P. takes B. 7. Kt. takes K. P. Q. to K. second 8. Kt. takes Q. P. Q. takes P. (ch.) 9. Q. to K. second Q. takes Q. (ch.) 10. Kt. takes Q. This line of play leads promptly to an equal game.

4.	P. takes P.
5. Q. takes P. (See A.)	
5.	B. to K. second

* There exists on this opening a special and valuable analysis which we have naturally consulted, although it is not accompanied by any commentary, and does not even distinguish the correct moves from the faulty ones. A conjoint work of Messrs. de Riviére and Morphy, the analysis in question, was published in Mr. Journoud's *Nouvelle Régence* of 1863 and 1864. Unfortunately, this publication was not printed in the German notation, which the authors had in view, but in the ordinary columnar form, with the white moves on the left and the black on the right. The result of this has been that the series of variations, much too numerous for this method of notation, could not, in several places, be indicated, and for want of this are often unintelligible. As for example at pages 358, 359 of *La Nouvelle Régence* of 1863. We may add that, notwithstanding its extent, the analysis of Messrs. de Riviére and Morphy omits some very important combinations, even the greater part of those discussed in the present article. All this tends to warrant the conclusion that these authors were prevented from giving the last touches to their remarkable work.

Black does well to defer attacking your Queen by 5. ——— Kt. to Q. B. third, which is inferior to the move in the text. Because then follow— 6. B. to Q. Kt. fifth / B. to Q. second 7. B. takes Kt. (best) / B. takes B. 8. B. to K. Kt. fifth (best) — And we have reached a position which will be analyzed in detail under the head of G, where it will be re-introduced by a different order of the moves. As after 5. B. to K. second, you must secure a good retreat for the Queen, you can for that purpose play your Q.'s Bishop to K.'s third, or to K. B. fourth, or to K. Kt. fifth. But the choice between these three moves being difficult, we deem it necessary to examine each of them separately :—

I.

6. B. to K. third — Castles

If Black play 6. Kt. to Q. B. third, you should not withdraw your Queen, but continue—7. B. to Q. Kt. fifth / B. to Q. second 8. B. takes Kt. / B. takes B. 9. Castles Q.' side / Castles (best) 10. P. to K R. third, which will give you time to direct the attack on the adversary's left wing. Your position in this variation would be, it is true, stronger if your Q.'s Bishop were at K. Kt. fifth, in which case you should, however, play 10. K. R. to K. square, instead of 10. P. to K. R. third. (See G). We must not, from this, infer too precipitately that 6. B. to K. third is inferior to 6. B. to K. Kt. fifth. For the best reply to this latter sortie is not 6. Kt. to Q. B. third, but 6. Castles, as will be shown hereafter.

7. Castles (best)

Playing 7. B. to Q. B. fourth, preparatory to Castling on the K.'s side, would lead to 7. Kt. to Q. B. third 8. Q. to Q. second / B. to K. third 9. B. to Q. Kt. fifth. (9. B. takes B. / P. takes B., or 9. B. to Q. Kt. third / Kt. to Q. R. fourth would be rather to the advantage of Black.) 9. Kt. to K. fourth After this 10. Kt. takes Kt. / P. takes Kt. 11. Q. to K. second / P. to Q. B third 12. Q. R. to Q. square / Q. to Q. B. second entirely equalizes the partie, while 10. Kt. to Q. fourth / P. to Q. B. third

11. $\frac{\text{P. to K. B. fourth*}}{\text{Kt. to K. Kt. fifth}}$ 12. $\frac{\text{P. to K. B. fifth}}{\text{B. to Q. second}}$ 13. $\frac{\text{B. to K. second}}{\text{P. to Q. fourth}}$ or $\frac{\text{B. to Q. third}}{\text{P. to Q. fourth}}$

would give Black a strong position. You must then, to correct your position, play 10 $\frac{\text{Castles Q. side}}{}$ instead of 10. $\frac{\text{Kt. to Q. fourth}}{}$ But even then, Black if he abstained from doubling your K. B.'s Pawn, would gain time by 10. $\frac{}{}$,

followed by 11. $\frac{\text{B. to Q. third (best)}}{}$, for if 11. $\frac{\text{Kt. takes Kt.}}{\text{P. takes Kt.}}$ 12. $\frac{\text{P. to Q. B. third}}{\text{Q. to K. second}}$ $\frac{}{\text{Q. to Q. R. fourth}}$

would be bad play on your part. Castling on the Q.'s side becoming thus indispensable to you, it is better executed at the seventh move.

We have thought it necessary to enter into these details to combat the accepted opinion that Castling on the Q.'s side is safer for White in this game. (See also the article following):—

7.	Kt. to Q. B. third
8. Q. to Q. second	P. to Q. R. third (best)
9. B. to Q. third	B. to K. third

At this moment it would seem that all embarassing consequences of the close opening for Black had disappeared, since he will be enabled to advance his Pawns to the attack of the side on which your King is Castled. Meanwhile, the analogous attack which you will direct against his King's wing, will have more chance of success, owing to the ill disposition of his pieces on that side. Your game, taken altogether, deserves the preference, although to demonstrate its superiority, the game should be continued by correspondence by players of the first force.

II.

6. B to K. B. fourth	Castles

Black may also play 6. $\frac{}{\text{Kt. to Q. B. third,}}$ which would be followed by

7. $\frac{\text{B. to Q. Kt. fifth}}{\text{B. to Q. second}}$ 8. $\frac{\text{B. takes Kt.}}{\text{B. takes B.}}$ 9. $\frac{\text{Castles (on Q.'s side)}}{\text{Castles (best)}}$

10. $\frac{\text{P. to K. R. third}}{\text{Kt. to K. R fourth}}$ The position of your Q.'s Bishop at K. B. fourth would expose you thus to a counter attack, which, though not of a very dangerous character, would be favourable to the development of your opponent's game.

* The same counter-attack would be reproduced by 11. $\frac{\text{B. to K. second}}{\text{P. to Q. fourth}}$ best $\frac{\text{P. to K. B. fourth}}{}$ 12. $\frac{}{\text{Kt. to K. Kt. fifth, \&c.}}$

For proof:—11. B. to K. third / B. to K. B. third 12. Q. to Q. second / B. takes Q. Kt. 13. Q. takes B. / Q. to K. B. third, &c.

or:—11. Q. to Q. second (best) / B. to K. B. third 12. Kt. to Q. fifth / B. takes Kt. 13. P. takes B. / Kt. takes B.

14. Q. takes Kt. / Q. to Q. second And the superiority of your game is reduced to very small proportions.

7. Castles

To play 7. B. to Q. B. fourth with the intention of Castling on the K.'s side, would be a serious fault. For then the reply of 7. Kt. to K. R. fourth would facilitate the development of Black's pieces to such an extent as to transfer to him the whole of the attack. You would then, indeed, have no better reply than 8. B. to K. third, because 8. B. to K. Kt. third would be still less profitable to you, on account of 8. Kt. to Q. B. third, 9. Q. to Q. second

(If 9. Q. to Q. fifth / B. to K. third, 10. Q. takes K. Kt. / B. takes B.) 9. B. to K. B. third 10. Castles Q.'s side / B. takes Kt.

11. Q. takes B. / Q. to K. B. third 12. Kt. to Q. fourth / Kt. takes Kt. 13. Q. takes Kt. / B. to K. third 14. B. takes B. / P. takes B.,

&c., while 8. Q. to Q. second would lead to 8. Kt. takes B.* 9. Q. takes Kt. / B. to K. B. third

10. Q. to Q. second / B. to K. third 11. B. takes B. / P. takes B. 12. Castles Q.'s side / Kt. to Q. B. third, giving a capital game to Black. The correct moves on both sides would be then 8. B. to K. third / Kt. to Q. B. third

9. Q. to Q. second / B. to K. B. third, followed either by 10. B. to Q. fourth / B. takes B. 11. Kt. takes B. / Kt. takes Kt.

* This is Black's strongest move since it makes you lose time. But he may likewise play 8. B to K. B. third followed by 9. B. to K. third / Kt to Q. B. third 10. Castles or 10. B. to Q. fourth as shown further on; or he may continue, in case of 9. B. to K. Kt third with 9. B takes Q. Kt. 10. Q. takes B. / Q. to K. B. third 11. Q. to Q. Kt. third / Kt. to Q. B. third, &c.

12. Q. takes Kt. / Q. to K. B. third 13. Q. to Q. second / B. to K. third, or by 10. Castles Q.'s side / B. takes Q. Kt. 11. Q. takes B. / Q. to K. B. third 12. Kt to Q. fourth / Kt. takes Kt. 13. B. takes Kt. / B. takes B. (If 13. Q. takes Kt. / B. to K. third 14. B. takes B. / Q. takes B.) 13. ——— / Q. to K. B. fifth (ch) 14. Q. to K. third / B. to K. third, and Black preserves always the offensive. These combinations seem to us to deserve the attention of amateurs, because they prove that the French defence possesses resources hitherto neglected.

7. Kt. to Q. B. third

The counter-attack 7. Kt. to K. R. fourth would be no longer advisable, either at this move or at the following:—

8. Q. to Q. second P. to Q. R. third

9. B. to Q. third

To 9. B. to Q. B. fourth, inferior in our opinion, Black would still reply with

9. B. to K. third

We have now arrived at the same situation which we reached in the preceding article, with the peculiar difference that your Q.'s Bishop is found here, not at K.'s third, but at K. B. fourth. There, it is true, it prevents the movement of the adverse Q.'s Kt. to K. fourth, but presents another obstacle to the advance of your K. B.'s Pawn, so useful to attack advantageously the adversary's left wing.

Without absolutely condemning the sortie 6. B. to K. B. fourth we consider it then, in a word, less prudent than 6. B. to K. third. This appears preferable also to

III.

6. B. to K. Kt. fifth Castles (best)

7. Castles Kt. to Q. B. third

If Black, instead of playing thus, had played 7. P. to K. R. third, attacking your Bishop, you would have done ill in replying to it by 8. B. to K. R. fourth, because 8. Kt. to Q. B. third would have compelled you then, in order to avoid the loss of the K.'s Pawn, or the exchange, to retreat your Queen at disadvantage to Q. third, Q. B. fourth, or Q. R. fourth. At the same time, the

attack in question on Q.'s Bishop would have been an error on Black's part, for you would have retired it to K. third or to K. B. fourth, and the consequences of 7. P. to K. R. third 8. B. to K. B. fourth, or 8. B. to K. third would have been 8. Kt. to Q. B. third 9. Q. to Q. second P. to Q. R. third 10. B. to Q. third B. to K. third Now Black's left wing being thus enfeebled by the advance of his K. R.'s Pawn, the chances of attack against this side would be sensibly augmented.

8. Q. to Q. second P. to Q. R. third

The same observation as the foregoing is applicable to the feeble move of 7. P. to K. R. third to which you should reply by 8. B. to K. third and not by 8. B. to K. R. fourth which would cost you a Pawn. As to 8. B. to K. third you would reply to it advantageously by 9. B. to Q. Kt. fifth

9. B. to Q. third B. to K. third

Provided Black abstains from dislodging your Bishop with the K. R.'s Pawn, we believe this final position less advantageous for you than that of either of the two preceding parties.

(*To be continued.*)

JAPANESE CHESS.

The following interesting article appeared lately in the *Philadelphia Daily Bulletin*:—

All of our readers, of course, remember the visit of the Japanese Embassy to our shores eight years ago. On their arrival in this city we determined to convert them into a grand means of communication between Oriental and Occidental Chess, and we entertained strong hopes of embellishing our column with a Japanese Gambit, between two leading players of the *Sho-ho-ye*, or some other Japanese Club. On being introduced into the quarters of the Embassy, we learned that the game was almost exclusively confined to the middle and lower ranks—a striking illustration of the semi-barbarism of these islanders.

A set of Japanese Chessmen, which we borrowed from a friend for the purpose, served as an interpreter, and very effectually too, for our strange guests immediately turned them out on the table and explained their use. In the absence of a board, they asked, in very intelligible English, for a piece of paper, and with marvellous rapidity laid out a "board," writing the names of the pieces with great neatness in their appropriate squares. We prize this "autograph" Chess Board very highly as an interesting mémento of the Embassy.

The delegation that visited the Philadelphia Chess Club consisted of eight of the soldiers, each carrying his long, heavy sword in one hand, and some of them a light fan in the other. After a few minutes spent in salutations, two of them took their seats at the table which had been prepared for them, and the first game of Japanese Chess ever played in a Christian land (except such as may have been played within the seclusion of the Japanese quarters since the Embassy reached America) was begun.

The players, one of whom, Yamada Woomagen, was a fine looking man, drew for the first move, by tossing a *Ho-hei*, or pawn, into the middle of the board (*à la* Mercantile Library fashion), the move being governed according to the side falling uppermost, and the game proceeded by the advance of the pawns, followed by the different pieces.

The board and pieces being carefully marked and numbered, we had hoped to make some record of the game, but owing to the game's intricacies and peculiarities, and to the extraordinary rapidity of the play, we were soon hopelessly bewildered.

As the game progressed it was soon apparent, from the expression on the faces of their companions that one of the players was speedily gaining ground, and they all laughed heartily, but most good-naturedly, when the loser arose from the table, with the simple remark, " He beat me "

This game was not played out to a mate, and they accordingly agreed to play another game, the loser in the first game yielding his place to one of his companions, Sano Kanaye, who, from his greater proficiency in English, acted as interpreter to the party. He seemed to play a bold game, and in fifteen minutes he announced "Ote!" which signifies *killed*, suggesting a significant analogy with the *mat* of the Persians, which bears the same meaning.

Our visitors stated that there were in Jeddo seven "Chess masters," appointed by the Government, to instruct the people in the game, and that there were many Japanese books on the game, some of which they promised to send to us when the Niagara returned from Japan. The Orientals, however, have poor memories.

They described to us another Japanese game, somewhat similar to draughts, played on a board " nineteen squares each way," making altogether three hundred and sixty-one squares.

Some of them expressed much curiosity to learn our game, and took in some elementary lessons, which were given them, with remarkable aptness. They were much gratified by a present of a set of Chessmen and a copy of the "Handbook," which will probably become a text book of the Japanese Chess College at some future day.

After partaking of an impromptu collation and recording their names on the register, our visitors took leave of us in high spirits and with many expressions of pleasure at their visit, leaving with us a most agreeable impression of their gentle, cheerful politeness, and their aptness and intelligence in acquiring and communicating knowledge.

After this somewhat lengthy preface, we give a description of this remarkable game, partly from our own recollection and partly from the very interesting account of the game given in the report of the Japanese Expedition. The following diagram gives an accurate portraiture of the position of the pieces at the commencement of the game:—

THE JAPANESE GAME OF SHO-HO-YE.

KIO-SHIA.	KIE-MA.	GIN-SHIO.	KIN-SHIO.	OHO-SHIO.	KIN-SHIO.	GIN-SHIO.	KIE-MA.	KIO-SHIA.
	HIS-HIA.						KA-KUKO.	
HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.
HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.	HO-HEI.
	KA-KUKO.						HIS-HIA.	
KIO-SHIA.	KIE-MA.	GIN-SHIO.	KIN-SHIO.	OHO-SHIO.	KIN-SHIO.	GIN-SHIO.	KIE-MA.	KIO-SHIA.

This game is played by two persons, with forty pieces (twenty on either side), and upon a checquered board of eighty-one squares, nine every way. The board is of uniform color, though the alternate squares might be colored, as with us, for the sake of convenience. The pieces are of a uniform color, as they are used (at pleasure) by either party as his own, after being captured

from the adversary. They are of various sizes, are long and wedge-shaped, being at the same time sharpened from side to side, in front, and the name of each piece is inscribed upon it—both the original and the one assumed upon being reversed—(as below). Each player distinguishes his men by always having the pointed and thin end forward. But they would be more readily known if the back parts of all were painted with some decided and striking color, as that part of his own men is seen by each player. The pieces are laid flat upon the board, and they capture by occupying the places of the captured pieces.

Names and powers of the pieces:—

Oho-shio (king)—centre square, first row, has the same power as our king, and when *ote'd* or checkmated, the game is lost.

Kin-shio (gold, or chief counsellor)—upon the first row, and on either side of the *Oho-shio*. Has the same power as the King, except that he cannot move diagonally backwards. A *Kin-shio* standing at K. 2 would be able to move to Q. 2, Q. 3, K. 3, K. B. 3, K. B. 2, and K. square; but not to Q. square and K. B. square. It is the only piece, the *Oho-shio*, of course, excepted, that can neither be reversed or acquire different power.

All the following pieces and Pawns may be reversed (at the option of the player) when they move *to* or *from* any square in any of the adversary's first three rows, and they do hereby acquire different powers, as well as different names.

Gin-shio (silver or sub-counsellor)—upon the first row, and on each square next outside the *Kin-shio*, has the same power as the King, except that he cannot move directly to either side or directly backward. A *Gin-shio* standing at K. 2, would be able to move to Q. 3, K. 3, K. B. 3, Q. square, and K. B. square; but not to Q. 2, K. B. 2, or K. square. When reversed or turned over, he becomes the *Gin-narikin*, and acquires all the powers (and those only) of the *Kin-shio*.

Kiema (flying-horse)—upon the first row, and on each square next outside the *Gin-shio*, has the same move as our Knight, except that it is strictly confined to two squares forward and one laterally. A *Kiema* standing at K. 3, would be able to move to K. B. 5 and Q. 5; but not to K. Kt. 4, K. Kt. 2, K. B. square,, Q. square, Q. B. 2, and Q. B. 4. From this it will be easily seen that the *Kiema* can have but four moves during the game, as the fourth move would carry him to the extremity of the board. When reversed, it becomes a *Kiema-nari-kin*, with all powers (and those only) of the *Kin-shio*.

Kioshia (fragrant chariot)—upon each corner square, first row, has the same move as our Rook, except that it is strictly limited to a forward movement, but that may be any number of steps. Thus a *Kioshia*, by moving but one step at a time, may make eight moves in a game, but by leaping over a square its

number of moves becomes considerably reduced; and, indeed, it may leap its whole file at once, providing the passage is clear. When it is reversed, it becomes a *Kio-shia-nari-kin*, with all the powers (and those only) of the *Kin-shio*.

His-hia (flying chariot)—on the second square, second row, right side of the board, analogous to our K. Kt. 2, has the entire power of our Rook, and when reversed it assumes the name of *Rioho* (the dragon), and acquires in addition to its former power, the movements of the King.

Kakuko (the horn)—on the second square, second row, left side of the board, analogous to our Q. Kt. 2, has the entire power of our Bishop, and when reversed assumes the title of *Riome* (the dragoness), and acquires, in addition to its former moves, all those of the King.

Ho-hei (the soldiery)—on all the nine squares of the third row. The *Ho-hei* (called *Ho* for short) moves like our Pawn, but never more than one step at a time; but, unlike our Pawn, it captures in the same direction that it moves. Thus a *Ho* at K. 3 would be able to capture an inimical *Ho* at K. 4; when reversed it becomes a *Ho-nari-kin*, and acquires all the powers of the *Kin-shio*.

Gin-nari-kin—The name assumed by the *Gin-shio* when reversed, has the same power as a *Kin-shio*.

Kiema-nari-kin—The name assumed by the *Kiema* when reversed, has the same power as a *Kin-shio*.

Kioshia-nari-kin—The assumed name of the *Kioshia* when reversed, has the same power as the *Kin-shio*.

Rioho (the dragon)—The assumed title of the *Hishia* when reversed, has the powers of the King and Rook combined. A *Rioho*, standing at K. 4, would, in addition to the legitimate Rook moves, be able to go to Q. 5, K. B. 5, Q. 3, and K. B. 3.

Riome (the dragoness)—The title assumed by the *Kakuko* when reversed, has the combined moves of the King and Bishop. A *Riome* standing at K. 4, would, in addition to the legitimate Bishop's moves, be able to go to K. 5, K. B. 4, K. 3, and Q. 4.

Ho-nari-kin—The name assumed by any *Ho* or Pawn, on its being reversed, has the same powers as a *Kin-shio*.

Besides the preceding moves and powers, any Piece or Pawn which has been captured may be replaced upon the board at the discretion of the player, as follows, viz.:—When it is his move, instead of moving one of his own men, he can replace any one of the captured pieces of his adversary upon any vacant square whatever, observing to keep that side up to which it was originally entitled, *i.e.*, a captured *Gin-shio* he uses as a *Gin-shio*, a captured *Kiema* as a *Kiema*, &c., &c., but he puts it on the board as his *own* piece, and being, of

course, subject to reversal if it be caught moving *to* or *from* any square in the enemy's country. And the player must furthermore observe, that he cannot replace a *Ho* on any column on which there is one of his own; in other words, he cannot double a *Ho*. We may state, in conclusion, that no piece can pass over the head of any other piece, the *Kiema* alone excepted.

Since writing the above, we learn that it is to the indefatigable research and persevering industry of Dr. Daniel S. Green, Fleet Surgeon of the Japanese Expedition, that we are indebted for the very clear and minutely descriptive account of the game in the report of the expedition.

FRENCH CHESS LITERATURE.

THE late Congress in Paris appears to have had the good effect of stimulating attention there to Chess; and as a result, France promises to be singularly fruitful this season in the production of works upon the game. In addition to the Book of the Congress, and a second volume of the second edition of the *Stratégie Raisonée des Ouvertures*, we have a new monthly magazine, the *Philidorien*, of which we shall find occasion to speak hereafter, and an announced edition of the *Analyse du Jeu des Echecs* of Philidor, by Mr. C. Sanson. As this work is one which appears to have been conceived in a right spirit, and if conscienciously executed will be a valuable contribution to the literature of Chess, we must allow its projector space to say what he has to say concerning it.

The following is an abstract of his *Avis aux Amateurs d'Echecs* on the subject:—

"The edition of Philidor which we are about to offer to the public, is intended to fill a gap in Chess bibliography. The only French edition of this master's works is incomplete, mutilated, often inexact, and not nearly so good as the editions published in England.

"We have successively studied the different editions in all languages, and have collected the facts and documents which appertain as much to the life of Philidor as his theoretical analyses and games. In these respects we can affirm that nothing so complete will have appeared on the subject in any country. The typographical labour, confided to an editor skilful and intelligent, will be faithfully performed. The name of Mr. Lebigre-Duquesne is a guarantee for us with the public for the perfection of this portion of the labour.

"Whatever the celebrity which is attached to the name of Philidor, it must be admitted that since his time the science has made immense progress. The

openings have been methodically classified, and some of them reduced to an accurate demonstration. The defence known as the *Philidor Defence*, vigorously attacked by two contemporary celebrities—Messrs. Morphy and De Rivière—although it resisted the profound examination made of it by these masters, is now rejected in those great International Tourneys which are periodically occurring in the Chess world.

"Many openings now in use were unknown to him—the *Evans-Gambit*, the *Scotch-Gambit*, and a host of others upon which volumes might be written. His most glorious title to consideration, independently of having been the strongest player of his time, consists in his enunciation of a unique principle, and making it the basis of his analysis;—

'"*The Pawns are the Soul of Chess*, * * * * and on their good or bad arrangement depends *entirely* the gain or loss of the game.'

"We may criticize this doctrine as too absolute, but we must acknowledge that Chess is indebted to it, in a great measure, for the progress it has made. It is an indisputable axiom that the consolidation of the Pawns in the centre of the Chess board leads to a manifest superiority of position. In the Evans-Gambit, for example, they give an irresistible attack.

"As to end-games, in those of the Bishop and Rook against Rook: of the Queen against Rook and one Pawn; the analyses of Philidor are law to this day.

"To complete his works by works which were worthy to be his is the task we have undertaken. The variations which we shall give as complement, or as rectification of those by Philidor, will be derived from the most celebrated contemporary authorities. All countries have been put under contribution, so that giving the work of the Master, our work may be considered, thanks to the co-operation of his disciples, as a treatise 'in extenso' on the matter.

"The book is to be divided into two parts. The first will contain the introduction or mechanism of the game, its principles, its maxims, and its counsels; the biography of Philidor, augmented by hitherto unpublished particulars; his analyses of Chess, followed by variations, acknowledged to be the best, printed in different type from that of the text to distinguish one from the other; and his games, 66 in number, with those of contemporaries, all illustrated by notes and diagrams.

"The second will present an analysis of the openings unknown to Philidor, accompanied by the most remarkable games of La Bourdonnais and Morphy; all the analyses of end-games which have struck us as most noticeable in modern treatises, and a collection of fine games at odds."

THE WEST GERMAN CHESS LEAGUE.

THE Rhenish Chess Congress, with the usual festivities, games and problem tournaments, &c., will be held this year in Aix-la-Chapelle, on the 2nd, 3rd, and 4th of August.

The West German Chess Association, established in the year 1861, by the union of other Chess Clubs from the Rhenish provinces and Westphalia, aims at promoting the spread of the knowledge and practice of Chess ; and considers the most appropriate means for so doing to be the social meetings of the members, combined with tournaments. There will, therefore, be held yearly a chief assembly under the name of the "Rhenish Chess Congress," of which persons can become members by the small annual contribution of a thaler.

The names of those proposing to join the Club may be sent in to the undersigned members of the committee.

The venerable and ancient, but friendly town of Aix-la-Chapelle—famous for its coronations and its congresses—will have the honour and pleasure of seeing this Chess Congress held within its walls.

Among the numerous visitors who flock hither from all countries, there will be found many friends of Chess ; and we may express a well founded hope that the princes of Chess, Paul Morphy, A. Anderssen, and Louis Paulsen, beside many others, will honour the Congress by their presence. Moreover, we cherish the expectation that, at this time, there will be a larger number of persons in Aix-la-Chapelle, who though not engaged in the contests, will enrol themselves as members of the West German Chess Club, and thereby enable the committee to celebrate this festival, now held for the first time in this town, in a worthy manner.

The preliminary programme for the seventh chief assembly is as follows :—

Saturday, August 1st., 6 *p.m.*—Reception of the Visitors in the great hall of "The Erholung:" Report of former proceedings: A lottery for the Rhenish High Tournament: Meeting of Members in Committee : Election of new Members: Concert and re-union in the adjacent "Elisengarten," and afterwards a public supper.

Sunday August 2nd, 9 *a.m.*—Opening of the Great Tournament for Strangers, and additional or secondary Tourneys in "The Hall of Recreation." At 1 p.m., Dinner for the Members. At 3 p.m., A Concert in the "Curgarten." At 4 p.m., Continuation of the Tournament.

Monday, August 3rd, 7-8 *a.m.*—A Concert in the "Elisengarten." 9 a.m.,

Continuation of the Tournaments: Consultation Games, &c. At 5 p.m., Dinner for the Members: Re-union and Concert on the Louisberg. At 9 p.m., Distribution of prizes to the winners, in the "Hall of Recreation."

Tuesday, August 4th.—Excursion to the "Ronheide:" Appointments for the several Tourneys.

Special Tournaments.

A. First High Tourney, only appointed for the Chess friends of the Rhenish Provinces and Westphalia. Rhenish Tournament, in which are to be sixteen participators. Written claims to share in these are to be sent in by the 26th July inclusive, and addressed to Mr. Edward Scheibler, 15, High Street, Aix la Chapelle. The first sixteen claims sent in will be taken, and the rest ignored. Deposit, One Thaler. Four Prizes.

First Prize—A large Silver Medal, weighing thirty thalern, and of high value as a work of art, engraved by the Brothers Wiener; gift of the Club for the enlivening of the season in Aix la Chapelle.

Second Prize—An object of art of great value.

Third and Fourth Prizes—Silver objects of art of considerable worth.

B. Secondary Tournaments. There are to be sixteen participators. Claims to share in them to be sent in before the 26th July inclusive, to Mr. Edward Scheibler. No deposit. Four prizes, consisting of Chess Journals, and the most approved works on Chess.

C. Several Tombola Games for valuable prizes. No deposit. The number of these Tourneys will depend on the pleasure of those who take part in them.

Those who have participated in the chief Tournament, and have been defeated, or who have shared in the Secondary Tourneys, may take part in the Tombola Games.

D. Tourney of Foreign Celebrities. Lowest Prize, Fifty Thalern. Deposit, One Thaler. Chess friends from Rhenish Westphalia can take part in this, instead of in the Rhenish Tourneys, but not in both. This Tourney will be held if only two celebrities are announced, probably in the form of a match. Subscriptions to be sent in to Mr. Edward Scheibler, Aix-la-Chapelle.

Problem Tournament.

Open to everyone. The Candidates are required to send in their problems on or before July 1.

Only *one* Problem of three or five moves; to be directed to George Schnitzler, Esq., Dusseldorf, *Allee Strasse* 18, with motto and sealed address.

One prize for the best Problem, Seventeen Thalers. Publication of the prize during the Congress.

Everyone who has become a Member of the West German Chess Association can, by reason of his subscription, assist at the festivities and introduce ladies.

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Free participation for every one.

The competitors have to send in one direct problem, without any condition, of three to five moves, under seal, by July 1st—addressed to Mr. George Schnitzten, 18, Alleestrasze, Dusseldorf. All problems coming in after that date will be inadmissable. A prize for the best problem, to the amount of three Freidrichs d'or : prizes announced during the Congress. Any one, though not a Chess player, by a voluntary subscription, will have the right to attend all the festivities and to introduce ladies.

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GAMES.

Game XX.

The five following games, with the accompanying notes by Messrs. Neümann and De Riviére, are taken from the forthcoming Book of the Paris Chèss Congress.

(*Giuoco Piano.*)

Black. (Mr. From.)	*White.* (Mr. Steinitz.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. B. third	Kt. to K. B. third
5. P. to Q. fourth	P. takes P.
6. Castles	

["The usual play is to advance the Pawn to K. fifth, which renders the game equal."]

6.	Kt. takes P.

["This is the correct move."]

7. P. takes P.	B. to K. second

["A fault; he should have played P. to Q. fourth."]

8. P. to Q. fifth	Kt. to Q. Kt. square
9. Q. to Q. fourth	Kt. to K. B. third
10. P. to Q. sixth	B. takes P.
11. R. to K. square (ch.)	B. to. K. second
12. Kt. to Q. B. third	Castles
13. B. to K. Kt. fifth	

["Mr. From has an attack which amply compensates the loss of his two Pawns."]

13.	P. to K. R. third
14. B. to K. R. fourth	

["He should have taken the Bishop with the Rook, maintaining thus all the force of his attack."]

14.	Kt. to Q. B. third
15. Q. to Q. second	Kt. to K. R. second
16. R. takes B.	

["The sacrifice is now too late."]

16.	Kt. takes R.
17. Kt. to Q. fifth	P. to K. Kt. fourth
18. Kt. takes K. Kt. P.	Kt. to K. B. fourth
19. Kt. takes Kt.	Q. takes B.
20. Q. Kt. to K. B. sixth (check)	

["Would not the following have been better?—

20. K. Kt. to B. sixth (check)	K. to Kt. second
21. P. to K. Kt. fourth	P. to Q. B. third
22. Q. to Q. B. third	

threatening to give mate in two moves."]

20.	K. to Kt. second
21. Q. to Q. third	P. to Q. fourth
22. B. takes P.	R. to Q. square
23. Q. to K. B. third	R. takes B.
24. Q. takes R.	B. to K. third
25. Q. takes Q. Kt. P.	R. to Q. square
26. Q. takes Q. B. P.	Q. to Q. fifth
27. P. to K. R. third	R. to Q. B. square
28. Q. to Q. Kt. seventh	Q. to Q. Kt. third
29. Q. takes Q.	P. takes Q.
30. P. to K. Kt. fourth	Kt. to K. second
31. P. to Q. R. fourth	B. to Q. Kt. sixth
32. R. to Q. R. third	B. to Q. B. seventh
33. R. to K. third	Kt. to Q. B. third
34. Kt. to Q. fifth	K. takes Kt.
35. Kt. takes P.	R. to Q. Kt. square

At this point the editors of the book of the congress say the manuscript they copy becomes undecipherable, but that Mr. Steinitz won the game.

Game XXI.

Between the same opponents.

(*K.'s Gambit refused.*)

White. (Mr. Steinitz.)	*Black.* (Mr. From.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. to Q. fourth
3. P. takes Q. P.	P. to K. fifth

[" The merit of this excellent move has been attributed to Mr. Falkbeer. One of its variations most worthy to be examined is the following:—

4. B. to Q. Kt. fifth (check)

If the first player wishes to avoid the consequences resulting from this course, his best plan is to play P. to Q. third."

4.	P. to Q. B. third
5. P. takes P.	P. takes P.
6. B. to Q. B. fourth	Kt. to K. B. third (best)
7. P. to Q. fourth	B. to Q. third
8. Kt. to K. second	Castles
9. Castles	Q. Kt. to Q. second
10. Kt. or P. to Q. B. third	Kt. to Q. Kt. third
11. B. to Q. Kt. third	P. to Q. B. fourth, &c."]
4. Kt. to Q. B. third	Kt. to K. B. third
5. Q. to K. second	B. to Q. B. fourth

6. P. to Q. third

[" If 6. Kt. takes P., Black Castles, and has a good attack."]

6.	Castles
7. P. takes P.	P. to Q. B. third

["R. to K. square looks stronger."]

8. P. to Q. sixth	Kt. to K. Kt. fifth
9. Kt. to K. R. third	Q. takes P.
10. B. to Q. second	P. to Q. Kt. fourth
11. Castles	P. to Q. R. fourth
12. P. to K. fifth	Q. to Q. B. second

["Is not the K. second a better square for the Queen?"]

13. Kt. to K. fourth	B. to K. second
14. K. Kt. to K. Kt. fifth	Kt. to K. R. third
15. Q. to Q. third	

["Menacing mate in two moves."]

15.	B. to K. B. fourth
16. P. to K. R. third	Kt. to Q. R. third
17. P. to K. Kt. fourth	K. R. to Q. square
18. Q. to K. B. third	Q. B. takes Kt.
19. Q. takes B	P. to K. Kt. third
20. B. to K. Kt. second	Q. R. to Q. B. square
21. Q. to K. B. third	Kt. to Q. Kt. fifth
22. P. to K. R. fourth	Kt. takes P. (check)
23. K. to Kt. square	Kt. to Q. Kt. fifth
24. P. to K. R. fifth	B. to K. B. square
25. P. takes P.	K. R. P. takes P.
26. Kt. to K. fourth	P. to K. B. fourth
27. Kt. to K. B. sixth (check)	K. to B. second
28. B. takes Q. Kt.	R. takes R. (check)

["The game is now promptly decided. If Black had taken the Bishop, White would still have had the advantage by P. to K. Kt. fifth, and Q. to Q. Kt. third (check)"].

29. R. takes R.	R. to Q. square
30. Q. to Q. Kt. third (check)	K. to Kt. second
31. B. takes P. (check)	

And Black resigned.

Game XXII.

Played by M. Neümann and Mr. Rosenthal.

(Evans-Gambit.)

White. (M. Neümann.)	*Black.* (Mr. Rosenthal.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.

5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. P. takes P.	B. to Q. Kt. third
9. P. to Q. fifth	Kt. to Q. R. fourth
10. B. to Q. Kt. second	Kt. to K. second
11. B. to Q. third	Castles
12. Kt. to Q. B. third	Kt. to K. Kt. third
13. Kt. to K. second	P. to K. B. third
14. Q. to Q. second	P. to Q. B. fourth
15. Q. R. to Q. B. square	B. to Q. second
16. Kt. to K. Kt. third	B. to Q. B. second
17. Kt. to K. B. fifth	

["The merit of discovering and analyzing this move is due to Mr. Anderssen, who has won a large number of games by means of this new variation."]

17.	P. to Q. Kt. fourth
18. P. to K. Kt. fourth	Kt. to K. fourth
19. Kt. takes Kt.	K. B. P. takes Kt.
20. P. to K. B. fourth	P. to Q. B. fifth
21. B. to Q. Kt. square	B. takes Kt.
22. K. Kt. P. takes B.	

["This is a fault; he should have taken with the King's Pawn, and then he could have won without difficulty."]

22.	Kt. to Q. Kt. second
23. K. to K. R. square	Kt. to Q. B. fourth
24. P. takes P.	P. takes P.
25. Q. to Q. Kt. fourth	B. to Q. third
26. B. takes P.	Kt. takes P.

["Well played. Black rests with a Pawn more, and a good position."]

27. B. takes B.	Q. takes B.
28. Q. takes Q. Kt. P.	Kt. to Q. seventh
29. R. to K. Kt. square	Q. R. to Q. Kt. square
30. Q. to Q. B. sixth	Q. takes Q.
31. P. takes Q.	Kt. takes B.
32. R. takes Kt.	R. takes R.
33. R. takes R.	R. to Q. B. square

And White resigned.

Game XXIII.

Between Messrs. Golmayo and Czarnowski.

(*Evans-Gambit.*)

Black (Mr. Golmayo.)	*White.* (Mr. Czarnowski.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third

3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. P. takes P.	B. to Q. Kt. third
9. Kt. to Q. B. third	

["This move is as good theoretically as P. to Q. fifth, and in practice it has the advantage of depriving the adversary of his best line of defence."]

9.	B. to K. Kt. fifth
10. B. to Q. Kt. fifth	

["Q. to Q. Kt. third leads to the Mortimer variation, but without giving so strong an attack as the move in the text."]

10.	B. takes Kt.
11. P. takes B.	Q. to K. B. third

["Not so good as K. to B.'s square."]

12. P. to Q. fifth	Q. takes Kt.
13. P. takes Kt.	P. takes P.

["This seems preferable to Castling."]

14. B. to Q. Kt. second	Q. to Q. B. fourth
15. B. takes P. (check)	Q. takes B.
16. B. takes K. Kt. P.	Castles
17. B. takes R.	P. to Q. fourth
18. P. to K. fifth	Kt. to K. second
19. B. to K. B. sixth	R. to K. Kt. square (check)
20. K. to K. R. square	Kt. to K. Kt. third
21. P. to Q. R. fourth	P. to Q. R. fourth
22. Q. to Q. third	Kt. to K. B. fifth
23. Q. to K. B. fifth (check)	Kt. to K. third
24. Q. takes K. R. P.	R. to K. B. square
25. K. R. to Q. B. square	Q. to Q. second
26. B. to K. R. fourth	P. to K. B. fourth
27. Q. takes Q. (check)	K. takes Q.
28. R. to Q. R. second	R. to K. R. square
29. B. to K. B. sixth	R. to K. R. sixth
30. R. to K. Kt. square	R. takes B. P.
31. R. to K. Kt. third	R. to K. B. fifth
32. P. to K. R. fourth	B. takes B. P.
33. R. to K. R. third	B. to Q. fifth
34. P. to K. R. fifth	R. to B. eighth (check)
35. K. to R. second	Kt. to K. B. fifth

["The game is merely desperate."]

36. P. to K. sixth (check)	K. takes P.
37. B. takes B.	Kt. takes R.
38. K. takes Kt.	K. to B. second

39. K. to Kt. third	R. to K. R. eighth
40. R. to K. R. second	P. to K. B. fifth (check)
41. K. to Kt. second	R. to Q. eighth
42. B. to K. fifth	R. to Q. seventh (check)
43. K. to R. third	R. to Q. sixth (check)
44. K. to Kt. fourth	

And White resigns.

Game XXIV.

Between Messrs. Rosenthal and From.

(*King's Bishop's Gambit.*)

White. (Mr. Rosenthal.)	*Black.* (Mr. From.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	P. to K. B. fourth
4. Q. to K. second	Kt. to K. B. third

["This innovation is not commendable; the correct move is Q. to K. R. 5th, check."]

5. P. to K. fifth	Kt. to K. fifth
6. Kt. to K. B. third	B. to K. second
7. Castles	P. to Q. fourth
8. P. takes P. (in passing)	P. takes P.
9. P. to Q. third	Kt. to K. B. third
10. Q. B. takes P.	P. to Q. fourth

["Black was obliged to advance this Pawn for the sake of Castling, but the Pawn will be very weak."]

11. B. to Q. Kt. third	Castles
12. Kt. to Q. B. third	R. to K. square
13. P. to Q. fourth	B. to Q. Kt. fifth
14. Q. to Q. third	B. takes Kt.
15. P. takes B.	P. to Q. R. fourth
16. B. takes Q. Kt.	

["A good move to gain time. From this point Mr. Rosenthal maintains his advantage with care."]

16.	R. takes B.
17. P. to Q. B. fourth	B. to K. third
18. Kt. to K. Kt. fifth	Q. to Q. second
19. Kt. takes B.	Q. takes Kt.
20. P. takes P.	Q. to K. fifth
21. Q. takes Q.	P. takes Q.
22. P. to Q. B. fourth	K. R. to Q. square
23. P. to Q. B. fifth	P. to Q. R. fifth
24. B. takes Q. R. P.	Kt. takes P.
25. B. to Q. Kt. third	K. to R. square

26. B. takes Kt.	R. takes B.
27. K. R. to Q. square	P. to K. R. third
28. K. to B. second	R. to Q. R. square
29. K. R. to Q. second	R. to Q. R. sixth
30. Q. R. to K. square	R. to K. B. fourth (check)
31. K. to K. second.	R. to Q. B. sixth
32. R. to Q. Kt. square	R. to K. Kt. fourth
33. P. to K. Kt. third	R. to K. R. fourth
34. R. to K. R. square	R. to K. B. fourth
35. R. to Q. Kt. second	K. R. to K. B. sixth
36. R. to Q. square	K. R. to K. sixth (check)
37. K. to B. second	K. R. to B. sixth (check)
38. K. to Kt. second	P. to K. Kt. fourth
39. Q. R. to K. square	K. R. to K. sixth
40. Q. R. to K. second	R. takes R. (check)
41. R. takes R.	P. to K. sixth
42. K. to B. third	R. to Q. sixth
43. K. to K. fourth	R. to Q. seventh
44. K. takes P.	

[And Black abandons the game.]

Game XXV.

Played, lang syne, between Mr. G. B. Fraser and Mr. Falkbeer.

Evans-Gambit.

White. (Mr. Fraser.)	*Black.* (Mr. Falkbeer.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. R. fourth
6. P. to Q. fourth	P. takes P.
7. Castles	B. to Q. Kt. third
8. P. takes P.	P. to Q. third
9. Kt. to Q. B. third	Kt. to Q. R. fourth
10. Kt to K. Kt. fifth	Kt. takes B.
11. Q. to Q. R. fourth (check)	P. to Q. B. third
12. Q. takes Kt.	Q. to K. second
13. P. to K. B. fourth	P. to K. R. third
14. Kt. to K. B. third	B. to K. third
15. Q. to Q. R. fourth	Kt. to K. B. third
16. P. to K. fifth	P. takes P.
17. B. P. takes P.	Kt. to Q. fourth
18. Kt. to K. fourth	Castles on Q.'s side
19. B. to Q. R. third	Q. to Q. second

20. B. to Q. sixth	Kt. to Q. B. second
21. Kt. to Q. B. fifth	Q. to K. square
22. Q. to Q. Kt. fourth	Kt. to Q. Kt. fourth
23. K. R. to Q. B. square	B. to Q. fourth
24. P. to Q. R. fourth	

[A little too impetuous, but the position is of a nature to provoke rashness.]

24.	Kt. takes B.
25. P. takes Kt.	Q. to K. sixth (check)
26. K. to R. square	Q. B. takes K. Kt.
27. P. to Q. R. fifth	K. B. takes Q. Kt.
28. Q. P. takes B.	B. to Q. fourth
29. R. to K. square	Q. to K. Kt. fourth
30. R. to K. second	K. R. to K. square
31. Q. R. to Q. Kt. square	

[A grievous mistake, at the very moment too when he had victory at command. By simply playing P. to Q. seventh, giving check, he would have left Black sans resource of any kind.]

31.	P. to Q. Kt. fourth
32. Q. R. to K. square	R. to K. sixth
33. Q. to Q. second	R. takes R.
34. Q. takes R.	P. to K. B. fourth
35. Q. to K. B. second	B. to K. fifth

And after a few more moves Black won the game.

Game XXVI.

Between "Delta," and Mr. Moffat, one of the best players of the Glasgow Chess Club.

(*French Opening.*)

Black. (Mr. Moffat.)	*White.* ("Delta.")
1. P. to K. fourth	P. to K third.
2. P. to Q. fourth	P. to Q. fourth
3. P. takes P.	P. takes P.
4. B. to Q. third	B. to Q. third
5. B. to K. third	B. to K. third
6. Kt. to K. B. third	Kt. to K. B. third
7 P. to K. R. third	P. to K. R. third
8. Castles	Castles
9. Q. Kt. to Q. second	Q. Kt. to Q. second
10. P. to Q. B. third	P. to Q. B. third

[At this point the positions on both sides are precisely similar.]

11. P. to Q. R. fourth	R. to Q. B. square
12. P. to Q. R. fifth	P. to Q. R. third
13. P. to Q. B. fourth	Kt. to K. R. second

14. P. to Q. B. fifth	B. to Q. Kt. square
15. Q. to Q. B. second	

[Mr. Moffat plays the greater portion of this game with remarkable spirit and ingenuity.]

15.	P. to K. B. fourth
16. K. R. to K. square	Q. to K. B. third
17. Q. Kt. to K. B. square	P. to K. Kt. fourth
18. P. to K. Kt. fourth	R. to K. B. second
19. Q. Kt. to K. R. second	P. takes P.
20. B. takes Kt. (check)	R. takes B.
21. B. takes K. Kt. P.	

[This leads to an extremely interesting series of moves, and merited better success than befell it.]

21.	B. takes Kt. (check)
22. K. takes B.	P. takes B.
23. R. takes B.	R. takes P. (check)
24. K. to Kt. square	Q. takes R.
25. Kt. takes P.	Q. to K. R. third
26. Kt. takes R.	P. takes Kt.
27. K. to R. square	P. to K. R. seventh
28. R. to Q. R. third	K. to R. square
29. Q. to K. B. fifth	R. to K. B. square

[The best move, we believe.]

30. Q. takes Kt.	Q. to Q. B. eighth (check)
31. K. takes P.	R. takes P. (check)

And White wins.

Game XXVII.

Between the same Players.

(Irregular Opening.)

White. (Delta.)	*Black.* (Mr. Moffat.)
1. P. to Q. fourth	P. to K. third
2. B. to K. B. fourth	P. to Q. fourth
3. P. to K. third	Kt. to K. B. third
4. Kt. to Q. B. third	P. to Q. R. third
5. P. to K. Kt. third	P. to K. R. third
6. P. to K. R. fourth	Kt. to Q. B. third
7. P. to Q. R. third	P. to Q. Kt. fourth
8. Kt. to Q. R. second	Kt. to Q. R. fourth
9. Kt. to Q. Kt. fourth	P. to Q. B. fourth
10. P. takes P.	B. takes P.
11. Kt. to Q. third	B. to Q. Kt. third
12. B. to K. Kt. second	B. to Q. Kt. second

13. Kt. to K. second	R. to Q. B. square
14. Castles	Castles
15. P. to Q. B. third	R. to K. square
16. Kt. to Q. fourth	Kt. to Q. B. third
17. Kt. to K. fifth	Kt. takes Kt.
18. B. takes Kt.	B. to Q. B. second
19. P. to K. B. fourth	B. takes B.
20. P. takes B.	Kt. to K. fifth
21. B. takes Kt.	P. takes B.

[Hitherto we have tried in vain to comprehend the scheme of action on either side, we now begin to see our way, and are glad to find an interest in the end which is sadly wanting in the beginning.]

22. Q. to K. R. fifth	R. to K. second
23. R. to K. B. fourth	R. to Q. B. fourth
24. R. to K. Kt. fourth	K. to R. second
25. Q. R. to K. B. square	Q. to Q. B. second
26. R. takes K. Kt. P. (check)	

[We are mistaken if White made the most of his opportunity here. It strikes us that by taking the K. B.'s Pawn he would have obtained a much more decisive advantage. Let us suppose for example:—

26. R. takes K. B. P.	R. takes R.
27. Kt. takes K. P.	Q. to Q. second or (A)
28. R. takes Kt. P. (check)	R. takes R.
29. Kt to K. B. eighth (check)	K. to Kt. square (best)
30. Kt. takes Q.	Q. R. to Q. B. square (best)
31. P. to K. sixth	R. takes P. (check)
32. K. to R. second	R. to K. Kt. second
33. Q. takes K. R. P.	

And White wins without any difficulty.

(A)

27.	Q. to K. second
28. Kt. takes Q. R.	B. to Q. R. square

Apparently his best move. If he play the Bishop to Q.'s fourth, or to Q. B. square, White may advance his K.'s Pawn, secure of victory in a few more moves.

29. P. to K. sixth	R. to K. B. third
30. Kt. to Q. seventh	R. takes K. P.
31. Q. to K. B. fifth (check)	K. to Kt. square (best)
32. Kt. to K. B. eighth	R. to K. B. third
33. Q. to K. R. seventh (check)	K. takes Kt.
34. Q. to K. R. eighth (check)	K. to B. second
35. R. takes P. (check)	K. to K. third
36. R. takes Q. (check)	K. takes Q.
37. Q. takes B.	

And the game is won.]

26.	K. takes R.
27. R. takes P. (check)	R. takes R.
28. Kt. takes P. check	K. to R. second

29. Kt. takes Q.	Q. R. takes Kt.
30. P. to K. sixth	R. to K. B. sixth
31. P. to K. Kt. fourth	Q. R. to K. Kt. second
32. P. to K. Kt. fifth	Q. R. to K. Kt third
33. P. to K. seventh	B. to Q. B. third
34. Q. to K. Kt. fourth	K. R. takes K. P.

[An error. He should, we believe, have taken Pawn with Pawn, and then it would have been hardly possible for White to avert defeat.]

35. Q. to Q. B. eighth	R. to Q. third
36. Q. takes B.	R. takes Q.
37. P. to K. eighth becoming a Queen	R. to K. Kt. third
38. Q. to K. B. seventh (check)	R. to Kt. second

And White gave mate in three moves.

Game XXVIII.

Played between Messrs. Freeman and Halford, in the Birmingham Chess Club Tournament.

(Evans-Gambit.)

Black. (Mr. Halford.)	*White.* (Mr. Freeman.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. Kt. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. R. fourth
6. P. to Q. fourth	P. takes P.
7. Castles	P. to Q. third
8. P. takes P.	B. to Q. Kt. third
9. Kt. to Q. B. third	B. to K. Kt. fifth
10. B. to Q. Kt. fifth	B. to Q. second
11. P. to K. fifth	P. takes P.
12. P. to Q. fifth	Q. Kt. to K. second
13. B. takes B. (check)	Q. takes B.
14. Kt. takes K. P.	Q. to Q. third
15. Q. to Q. R. fourth (check)	P. to Q. B. third
16. P. takes P.	P. takes P.
17. B. to K. B. fourth	Q. to Q. fifth
18. Kt. to Q. B. fourth	

[This, and the companion move following, are ingenious, and lead to some very instructive situations.]

18.	Q. takes B.
19. Q. Kt. to Q. fifth	Q. to Q. Kt. square

[It is doubtful if he had any better resource.]

20. K. Kt. takes B.	P. takes Kt.
21. Q. takes R.	Q. take Q.

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22. Kt. to Q. B. seventh (check)	K. to Q. second
23. Kt. takes Q.	Kt. to Q. fourth
24. K. R. to Q. square	K. to K. third
25. K. R. to K. square (check)	K. to B. third

[From this point Black has the game in his hands.]

26. R. to K. eighth	P. to K. Kt. third
27. R. to Q. B. eighth	Q. Kt. to K. second
28. R. to Q. eighth	Kt. to Q. fourth
29. R. to Q. sixth (check)	

[An imprudent step. By playing Q. R. to K. square, he would have improved his own position and have rendered that of his opponent still more embarrassed.]

29.	K. to K. fourth.
30. R. takes Q. B. P.	K. Kt. to K. second
31. Q. R. to K. square (check)	K. to B. fourth
32. Kt. takes P.	Kt. takes R.
33. Kt. takes Kt.	R. to Q. R. square
34. R. to K. second	

And the game, after several more moves, was abandoned as a drawn battle.

Game XXIX.

Played in the Challenge Cup Tourney of the Dublin Chess Club, between Messrs. Buckley and Carroll.

(The Lopez Gambit.)

White. Mr. Carroll.	*Black.* Mr. Buckley.
1. P. to K. fourth	P. to K. fourth
2. B. to Q. B. fourth	B. to Q. B. fourth
3. Q. to K. second	Kt. to K. B. third
4. P. to Q. B. third	P. to Q. third
5. P. to K. B. fourth	Castles
6. Kt. to K. B. third	Kt. to Q. B. third
7. P. to Q. Kt. fourth	

[White has not made the best of his opening, and by this move he deprives himself of the power of Castling, except at a serious disadvantage.]

7.	B. to Q. Kt. third
8. P. to Q. Kt. fifth	

[We should rather have played P. to Q. R. fourth.]

8.	Kt. to Q. R. fourth
9. P. to Q. R. fourth	Kt. takes B.
10. Q. takes Kt.	P. to Q. R. third
11. Kt. to Q. R. third	B. to K. Kt. fifth
12. Q. to K. second	P. to Q. fourth
13. P. to Q. third	R. to K. square
14. P. to K. B. fifth	P. to K. R. third

15. P. to Q. B. fourth	P. takes K. P.
16. P. takes K. P.	B. takes Kt.
17. P. takes B.	Kt. to K. R. fourth
18. B. to Q. second	Q. to K. R. fifth (check)
19. K. to Q. square	Kt. to Kt. sixth

[By this move Mr. Buckley hazarded all the advantage he had obtained, and even more.]

20. Q. to K. square	Kt. takes K. B. P.
21. P. takes Kt.	Q. to Q. fiftb
22. R. to Q. R. second	P. to K. fifth
23. P. takes K. P.	R. takes P.
24. Q. to K. B. square	R. to Q. square
25. Q. to K. Kt. second	R. to K. Kt. fifth
26. Q. to K. second	R. to K. fifth
27. Q. to Kt. second	R. to Kt. fifth
28. Q. takes Q. Kt. P.	

[With the King so exposed, White should have been satisfied with a drawn game.]

28.	B. to Q. R. fourth
29. Kt. to Q. Kt. square	Q. takes Q. B. P.
30. R. to Q. B. second	Q. takes Q. R. P.
31. P. takes Q. R. P.	R. to Q. B. fifth
32. Q. to Q. Kt. second	B. takes B.
33. Kt. takes B.	R. takes R.
34. Q. takes R.	Q. to Q. R. eighth (check)
35. Q. to Q. B. square	Q. to Q. R. fifth (check)
36. K. to K. square	

[Again White acted imprudently in trying to win.]

36	R. to K. square (check)
37 K. to B. second	Q. to Q. fifth (check)
38 K. to B. square	Q. to K. B. fifth (check)
39. K. to Kt. square	Q. to K. sixth (check)

[Surely R. to K. seventh would have been more merciful, as it decides the combat at once.]

40. K. to Kt. second	Q. to K. seventh (check)
41. K. to Kt. square	Q. to Kt. fifth (check)
42. K. to B. square	Q. takes B. P. (check)
43. K. to Kt. square	Q. to Kt. fifth (check)

[Once more, R. to K. seventh appears to be the *coup de grace*.]

44. K. to B. square	Q. to K. R. sixth (check)
45. K. to B. second	Q. to K. sixth (check)
46. K. to B. square	R. to Q. square
47. Q. to K. square	Q. takes Kt.
48. Q. takes Q.	R. takes Q.
49. K. to K. square	R. to Q. R. seventh

And Black at length wins.

Game XXX.

Our next *partie* is extracted, with the notes, from a comparatively new Chess Organ, the *American Chronicle of Sports and Pastimes*, and is interesting as an explication of a novel variation in the Evans-Gambit. It was played between Mr. C. A. Gilbert and another Amateur.

(*Evans-Gambit.*)

White. (Mr. ——)	*Black.* (Mr. Gilbert.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. R. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. R. to K. square	

["This move constitutes Mr. Berry's attack, though in the present game it occurs one move earlier, and hence seems to be premature."]

8. B. to K. Kt. fifth

["We should have preferred playing 8. B. to Q. Kt. third. If then, 9. P. to K. fifth, Black can safely push the Q.'s Pawn upon the Bishop."]

9. P. to K. fifth

["It seems to us that White failed to make the most of his adversary's last move; he should have played 9. Q. to Q. Kt. third, with a strong attack. The move in the text only serves to develope Black's game. Black can hardly guard both K.'s Bishop's and Q. Kt. Pawn at the same time; for if 9. Q. to Q. second, K. second. or K. B. third, White still takes the K. B. Pawn, certain of winning the Kt., at least, by 11. Q. takes Q. Kt. P. Perhaps the only safe reply for Black to Q. to Q. Kt. third, is B. takes Kt., upon which the following would be a likely continuation:—

9. Q. to Q. Kt. third	B. takes Kt.
10. B. takes K. B. P. (check)	K. to B. square
11. B. takes Kt.	R. takes B.
12. P. takes B.	P. to K. Kt. fourth
13. Q. to Q. square	Q. to Q. second
14. B. to Q. Kt. second	P. to Q. sixth
15. Q. takes P.	Kt. to K. fourth
16. Q. to K. second	Q. to K. R. sixth
17. Kt. to Q. second	P. to K. Kt. fifth

And Black wins."]

9. P. to Q. fourth

10. B. to Q. Kt. fifth

["If White, to keep the K.'s Bishop, had played 10. B. to Q. Kt. third, Black would play then 10. P. takes P., hoping to win the exchange. White replies with 11. Q. takes Q. P. (bad) and the game might be continued thus:—

10. B. to Q. Kt. third	P. takes P.
11. Q. takes Q. P.	Q. takes Q.
12. B. takes Q.	P. to Q. B. seventh
13. B. takes Kt. (check)	P. takes B.
14. Kt. to Q. second	B. takes K. Kt.
15. P. takes B.	B. to Q. B. sixth

And wins."]

10. K. Kt. to K. second

11. B. to K. Kt. fifth

["Hardly so good as Q. to Q. R. fourth; in that case Black may take off the K. Kt. or play B. to Q. Kt. third. If the former, Q. takes K. B. and then P. takes P.; if the latter, Kt. takes Q. P., B. takes Kt., P. takes B. Black's best play seems to be K. B. takes P., Kt. takes B., B. takes K. Kt., P. takes B., P. takes Kt., B. to Q. R. third, and he has a good position, though minus three Pawns."]

11.	Castles
12. B. takes Q. Kt.	P. takes B.
13. Q. takes Q. P.	B. takes Kt.
14. P. takes B.	B. to Q. Kt. third
15. Q. to K. Kt. fourth	R. to K. square
16. B. to K. B. sixth	P. to K. Kt. third

17. P. to K. sixth

["A feeble move; Kt. to Q. second was the proper play."]

17.	Q. to Q. third
18. P. takes P. (check)	K. takes P.
19. B. to K. fifth	Kt. to K. B. fourth

["An unexpected and beautiful move. From this point to the close of the game Black plays with great skill."]

20. B. takes Q.	R. takes R. (check)
21. K. to Kt. second	P. takes B.

22. Q. to K. R. third

["It is difficult at this point to find a good move for White; the Q.'s Rook seems almost inextricably locked in, and the Queen very much hampered in her sphere of action."]

22. Q. R. to K. square

["Finely played again. The Queen now becomes entirely out of play, and as the sequel shows, is finally lost by taking the Pawn. The whole combination is of a high order, and reflects great credit upon Mr. Gilbert."]

23. Q. takes R. P. (check)	Kt. to Kt. second
24. P. to K. R. fourth	Q. R. to K. seventh
25. P. to K. R. fifth	R. takes B. P. (check)
26. K. to Kt. third	R. to K. Kt. eighth (check)

27. K. to B. fourth

["This is, of course, instantly fatal; but there is nothing on the board that can save the game."]

27. P. to K. Kt. fourth

Mate.

Chess Gossip.

THE GEORGETOWN CHESS CLUB ALMANAC FOR 1868.—The Chess Club of Georgetown, Demerara, has set an example which we should like to see followed by some club in England. It has just issued its annual rules of the club, laws of the game, and list of office-bearers and members, and attached to it, has presented us almanac of the year. The information in this calendar consists of a record of Chess events, which is useful for reference, and with a little more research might be made very much more so. We append, as a specimen of this extremely creditable brochure, the register for the current month.

JUNE, 1868.

FULL MOON	5th day, at	8h. 2m.	morning.
LAST QUARTER	13th day, „	6h. 21m.	morning.
NEW MOON	20th day, „	10h. 52m.	morning.
FIRST QUARTER	27th day, „	1h. 58m.	morning.

Date.		CHESS MEMORANDA.	H. Wat. D. Bar. Morning.
1	M.	International Chess Congress at Paris, 1867	1 15
2	Tu.	.....[Mackenzie, at Philadelphia, 1867	2 24
3	W.	Match for the Chess Championship of the U.S., won by	3 21
4	Th.	First game in the Paris Congress, between De Rivière and	4 11
5	F.	..... [Lloyd, 1867	4 57
6	Sat.	.....Springs	5 36
7	Sun.	The British Chess Assoc. open the Chess Cong. of 1862, the	6 11
8	M.	..... [subns. having reached £570	6 49
9	Tu.	.....	7 22
10	W.	.....	7 58
11	Th.	Bishop Vida writes his famous Latin poem on Chess, pub. at	8 36
12	Fr.	.....[Rome, 1527*	9 15
13	Sat.	.....	10 3
14	Sun.	.....[Neaps	10 58
15	M.	.....	
16	Tu.	Commencement of the Grand Tournament at the London	0 40
17	W.	..... [Chess Congress, 1862	1 41
18	Th.	Goldsmith's Translation of Vida, pub. 1856	2 41
19	Fr.	.....	3 32
20	Sat.	.....	4 23
21	Sun.	.....Springs	5 9
22	M.	Morphy born 1837 .....Moon in Perigree	5 55
23	Tu.	Second Meeting of the Northern and Midland Counties Chess	6 41
24	W.	..... [Association at Liverpool, 1854	7 27
25	Th.	.....	8 19
26	Fr.	Publication of the Georgetown Chess Club Games in the	9 11
27	Sat.	.....[" Guiana Times" commenced, 1866	10 6
28	Sun.	.....	11 7
29	M.	Méry publishes " Une Revanche de Waterloo," 1836†	
30	Tu.	.....	0 46
..	....	.....	

* Entitled " Scacchia Ludus." See translation in "Chess World," vol. ii., page 29.

† The best versified description of the game ever published. See " Chess World," vol. ii., page 163.

BOOK OF THE CHESS CONGRESS AT PARIS IN 1867.—Subscribers and others interested in the French Tournament of last year will be gratified to learn that the volume commemorative of that great Chess event is nearly ready for publication. The whole of the games played in the contest for the Emperor's Prize, as well as those of the lesser matches in the Tourney, are already printed. The remainder of the work, consisting of the Chess Problems—a very fine collection, we are told—and the Memoir of the Congress, from the pen of M. Fery d'Esclands, is passing through the press; and the complete book may be expected to be issued by the end of the present month.

PHOTOGRAPHIC PORTRAITS OF CHESS CELEBRITIES.—Among the novelties in photography may be mentioned a card representing a chess board, every square of which has the "picture in little" of a Chess notability famous for his play or his problems. The idea is Mr. S. Lloyd's, but in the specimen sent to us from New York the conception is better than the execution. We believe, however, it is intended to produce the "Chess Champions" on a larger scale, and then the arrangement of the heads will probably be better, and by the judicious omission of some portraits, room will be found for those of players more generally known.

Obituary.

THE last number of *Chess Stratégie* announces the death of the Duke de Caraman, a zealous promoter of the late Chess Congress in Paris, and one of the most enlightened and liberal patrons of the game which France possessed. From the American Chess organs we have the ill-tidings, too, of the demise of Mr. Denis Julien, a gentleman well known and respected in the Chess society of New York; and of Mr. J. C. Warner, formerly Chess editor of Wilkes' *Spirit of the Times*, *The Leader*, *The Sunday Press*, *&c.* Mr. Warner had gone but lately to Panama as correspondent of the New York Tribune, and fell a victim, it is said, to the insalubrity of the climate.

Solutions of Problems

IN THE MARCH, APRIL, AND MAY NUMBERS.

No. LXXV.

1. B. to K. R. sixth	Kt. to K. B. fifth, or (A) (B) (C) (D)
2. Q. to K. B. fifth (check)	K. takes Q. or moves
3. P. to Q. fourth, or Q. to Q. third, mate.	

(A)

1.	Q. takes K. P.
2. Q. to Q. third (check)	K. takes Q.
3. Kt. to Q. B. fifth, mate.	

(B)

1.	R. to K. Kt. sixth
2. Q. to Q. fifth (check)	K. takes Q. or moves
3. P. to K. fourth, mate.	

(C)

1.	R. to Q. square
2. Kt. to Q. second (check)	Kt. takes Kt.
3. B. to Q. B. second, mate.	

(D)

1.	Kt. to Q. third
2. Kt. to Q. second (check)	K. moves
3. Q. takes Kt. mate.	

No. LXXVI.

1. Q. to K. seventh	B. to Q. B. eighth

[If the King be moved, White mates at once with the Queen, and if Black play anything else, White checks with Kt. at K. third, mating next move.]

2. Kt. from K. B. fifth to Q. fourth	P. takes Kt. or any move
3. Q. or Kt. mates.	

No. LXXVII.

1. B. to Q. Kt. fifth	P. takes B.
2. B. to Q. Kt. second	P. moves
3. K. to Q. B. fourth	P. moves
4. P. takes P. mate	

No. LXXVIII.

1. K. to Kt. second (dis. check)	K. to Q. fourth or (A)
2. B. to Q. B fourth (double check)	K. to K. fifth
3. B. to Q. B. fifth	R. takes B.

[If he play B. takes B., the response is 4. B. to Q. fifth (check) and mate next move. If he play Kt. to Q. sixth, the reply 4. B. takes Kt. (check) and Q. mates. Finally, if he play R. to K. B. third, White answers with 4. R. to K. square (check) &c.]

4. R. to Q. fourth (check) — Any move
5. Q. mates.

(A)

1. — K. to K. fourth
2. B. to K. R. second (check) — P. to Kt. sixth (best)
3. B. takes P. (check) — K. to Q. fifth

[If K. to Q. fourth, then follow 4. Q. to K. B. fifth (check), &c.]

4. Q. to K. B. fourth (check) — K. moves
5. Q. mates

No. LXXIX.

*** A Black Pawn at Queen's fourth was unfortunately omitted in the diagram of this Problem.

1. Kt. to Q. R. fourth — R. takes Kt. or (A)
2. R. to K. fifth — R. takes P.

[Black may vary his defence here by playing Q. takes Kt., or R. to K. Kt. sixth; in the first case, White wins by 3. Q. to Q. third (check), 4. Q. takes P. (check), and 5. Q. mates; in the second by 3. R. takes P. (check), 4. R. to K. B. fifth (dis. check), and 5. P. mates.]

3. R. takes P. (check) — K. to Q. B. fifth
4. Q. to Q. Kt. third (check) — K. takes Q.
5. R. to Q. Kt. fifth, checkmate.

(A)

1. — R. to Q. Kt. sixth
2. P. to Q. B. third (check) — R. takes P.
3. R. to K. fourth (check) — P. takes R.
4. Q. mates.

No. LXXX.

1. Kt. to K. Kt. fifth — B. takes Q.

[White's course is evident enough if Black make any other move.]

2. P. to K. B. fourth (check) — K. takes Kt.
3. P. to Q. B. fourth, mate.

No. LXXXI.

1. R. to K. square (check) — K. to K. B. fifth

[If 1. K. takes R., then White checks with the R. at K.'s third, and will mate in two more moves by first checking with the B. or R. at Q. B. third.]

2. R. to K. fifth — K. takes R.
3. Q. to Q. sixth (check) — K. takes Q.
4. Kt. takes P., double check, and mate.

22. Kt. to Q. B. seventh (check)	K. to Q. second
23. Kt. takes Q.	Kt. to Q. fourth
24. K. R. to Q. square	K. to K. third
25. K. R. to K. square (check)	K. to B. third

[From this point Black has the game in his hands.]

26. R. to K. eighth	P. to K. Kt. third
27. R. to Q. B. eighth	Q. Kt. to K. second
28. R. to Q. eighth	Kt. to Q. fourth
29. R. to Q. sixth (check)	

[An imprudent step. By playing Q. R. to K. square, he would have improved his own position and have rendered that of his opponent still more embarrassed.]

29.	K. to K. fourth.
30. R. takes Q. B. P.	K. Kt. to K. second
31. Q. R. to K. square (check)	K. to B. fourth
32. Kt. takes P.	Kt. takes R.
33. Kt. takes Kt.	R. to Q. R. square
34. R. to K. second	

And the game, after several more moves, was abandoned as a drawn battle.

Game XXIX.

Played in the Challenge Cup Tourney of the Dublin Chess Club, between Messrs. Buckley and Carroll.

(The Lopez Gambit.)

White. Mr. Carroll.	*Black.* Mr. Buckley.
1. P. to K. fourth	P. to K. fourth
2. B. to Q. B. fourth	B. to Q. B. fourth
3. Q. to K. second	Kt. to K. B. third
4. P. to Q. B. third	P. to Q. third
5. P. to K. B. fourth	Castles
6. Kt. to K. B. third	Kt. to Q. B. third
7. P. to Q. Kt. fourth	

[White has not made the best of his opening, and by this move he deprives himself of the power of Castling, except at a serious disadvantage.]

7.	B. to Q. Kt. third
8. P. to Q. Kt. fifth	

[We should rather have played P. to Q. R. fourth.]

8.	Kt. to Q. R. fourth
9. P. to Q. R. fourth	Kt. takes B.
10. Q. takes Kt.	P. to Q. R. third
11. Kt. to Q. R. third	B. to K. Kt. fifth
12. Q. to K. second	P. to Q. fourth
13. P. to Q. third	R. to K. square
14. P. to K. B. fifth	P. to K. R. third

15. P. to Q. B. fourth	P. takes K. P.
16. P. takes K. P.	B. takes Kt.
17. P. takes B.	Kt. to K. R. fourth
18. B. to Q. second	Q. to K. R. fifth (check)
19. K. to Q. square	Kt. to Kt. sixth

[By this move Mr. Buckley hazarded all the advantage he had obtained, and even more.]

20. Q. to K. square	Kt. takes K. B. P.
21. P. takes Kt.	Q. to Q. fifth
22. R. to Q. R. second	P. to K. fifth
23. P. takes K. P.	R. takes P.
24. Q. to K. B. square	R. to Q. square
25. Q. to K. Kt. second	R. to K. Kt. fifth
26. Q. to K. second	R. to K. fifth
27. Q. to Kt. second	R. to Kt. fifth
28. Q. takes Q. Kt. P.	

[With the King so exposed, White should have been satisfied with a drawn game.]

28.	B. to Q. R. fourth
29. Kt. to Q. Kt. square	Q. takes Q. B. P.
30. R. to Q. B. second	Q. takes Q. R. P.
31. P. takes Q. R. P.	R. to Q. B. fifth
32. Q. to Q. Kt. second	B. takes B.
33. Kt. takes B.	R. takes R.
34. Q. takes R.	Q. to Q. R. eighth (check)
35. Q. to Q. B. square	Q. to Q. R. fifth (check)
36. K. to K. square	

[Again White acted imprudently in trying to win.]

36	R. to K. square (check)
37 K. to B. second	Q. to Q. fifth (check)
38 K. to B. square	Q. to K. B. fifth (check)
39. K. to Kt. square	Q. to K. sixth (check)

[Surely R. to K. seventh would have been more merciful, as it decides the combat at once.]

40. K. to Kt. second	Q. to K. seventh (check)
41. K. to Kt. square	Q. to Kt. fifth (check)
42. K. to B. square	Q. takes B. P. (check)
43. K. to Kt. square	Q. to Kt. fifth (check)

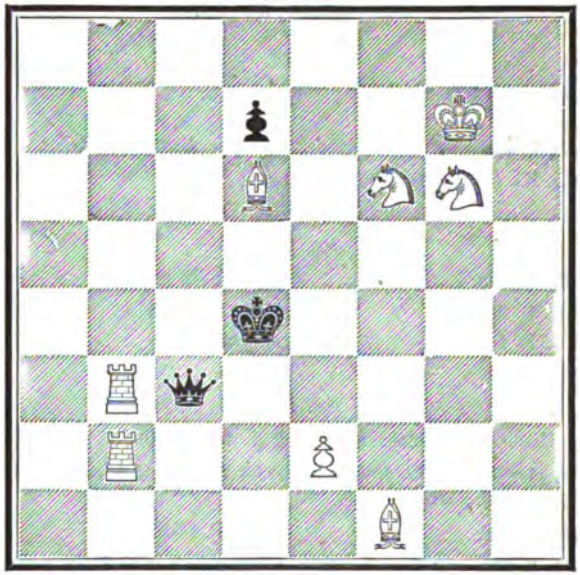
[Once more, R. to K. seventh appears to be the *coup de grace.*]

44. K. to B. square	Q. to K. R. sixth (check)
45. K. to B. second	Q. to K. sixth (check)
46. K. to B. square	R. to Q. square
47. Q. to K. square	Q. takes Kt.
48. Q. takes Q.	R. takes Q.
49. K. to K. square	R. to Q. R. seventh

And Black at length wins.

Problem XIII.—By Mr. PLACHUTTA.
(Leipsic Schachzeitung.)

BLACK.



WHITE.

White to play and mate in two moves.

Problem XIV.—By Mr. C. BAYER.

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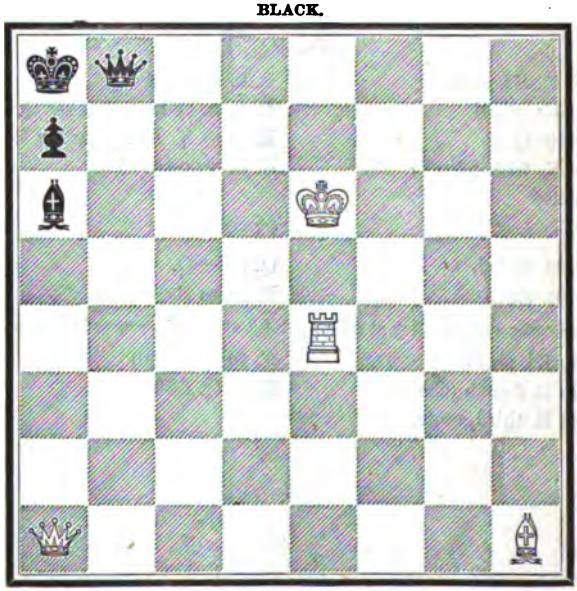

WHITE.

White to play and mate in three moves.

Problem XV.—By C. M. B., of Dundee.

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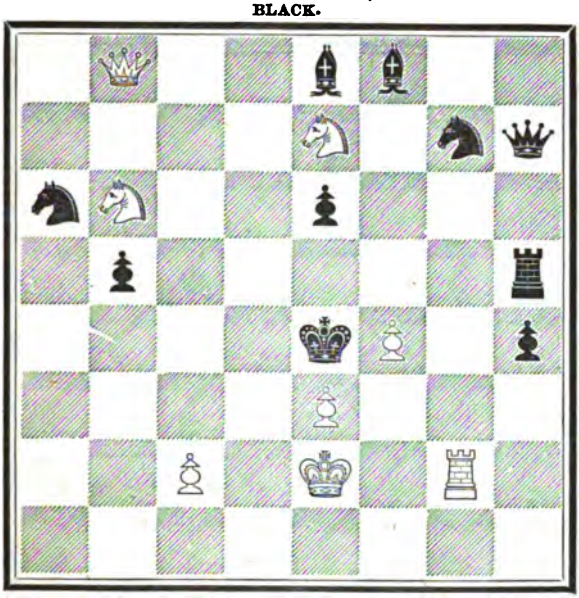

WHITE.

White to play and mate in four moves.

Problem XVI.—By Mr. L. KARNER.

Competition Problem in the British Tourney.

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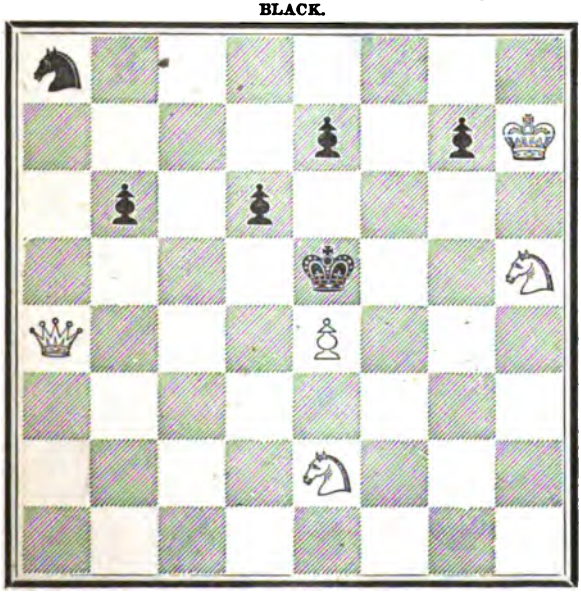

WHITE.

White to play and mate in four moves.

Problem XVII.—By Mr. J. Phenix.

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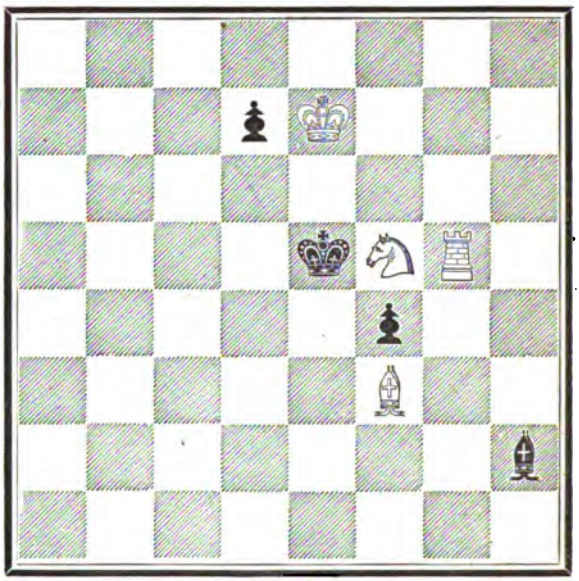

WHITE.

White to play and mate in five moves.

Problem XVIII.—By Mr. W. S. Pavitt.

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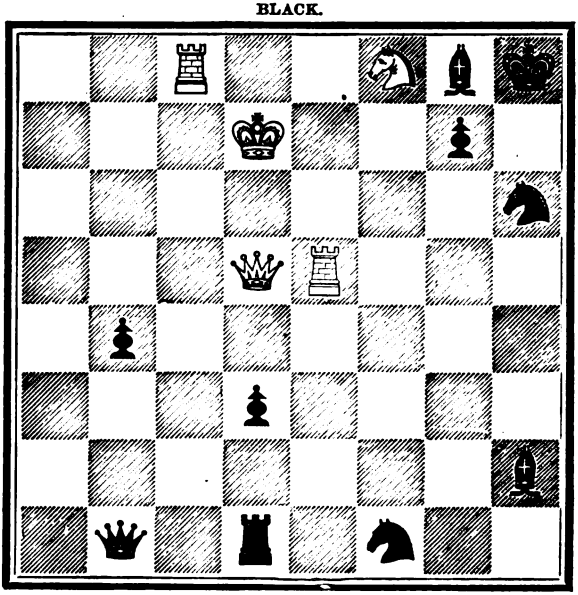

WHITE.

White to play and mate in five moves.

The Chess World.

ON CHESS.

By Von Herrn Gustav Ullricht.

The *Chess Zeitung*, a short time ago, contained a philippic against various bad habits of Chess-players, from the sharp sarcastic pen of Herrn Herm. Hirschbach. We sincerely rejoiced when we read those censures, regretting, nevertheless, the omission of the mention of many improprieties, which, with even more reason, might have been exposed, and which we could have condemned yet more strongly. We refer, in the first place, to the intrusive remarks of bystanders, and to the fact of their sometimes, in the eagerness of their observations, even touching a piece. Such practices, if seen only among inferior players or those who frequent coffee-houses, are, perhaps, unimportant, and may only excite a smile; but in those localities Chess is not played—but played with. In the rules of Chess, nothing is said of such habits, because it is certainly taken as a matter of course that those not sharing in the game, whatever it may be called, and no matter whether it be played for money or for honour, will avoid interrupting its course by thoughtless talking. The custom of observing silence was not merely appropriate to the olden time, and in these more cultivated days surely there can be no necessity to change it. What would happen to such self-appointed counsellors if they offered their advice in like manner to Card-players? Possibly some one may exclaim, "Yes, friend, but that is another thing." Why? In the first place, Chess is a game of skill, and if any one not participating in the game makes inconsiderate remarks, his observations will have more or less influence on the course of the game, for the advantage or disadvantage of one or other of the players. In Card playing the same thing takes place. The greatest vexation is caused, however, when perhaps only in consequence of a thoughtless remark, a game

is lost: not only on account of the money at stake, but because the player considers it a point of honour to win the game; the fact of holding the prize implies genius, talent, or at the least, a good memory on the part of the winner: while of the loser the contrary is presupposed. Many a Chess-player will remark that counsels applied at the right time will have a salutary influence. Quite right; but then it makes one at best only like a whist-player. At the end of the game, they interchange their ideas about this or that different course, and how it might have turned out if Jones or Brown had taken such or such a lead, or followed up so or so. Then the opinion of any spectator who understands the game would be accepted with pleasure. On the contrary, to speak during the progress of a game would involve its hasty conclusion,—as the player would put together his cards, and fling them on the table, if not in the face of the unfortunate adviser. Again, who speaks, for instance, during a clattering game of dominoes? Here also talking would certainly be taken amiss; for though a game of dominoes is in itself noisy, it yet requires some amount of thoughtful attention. One excuse frequently urged by talkers is, that the game is not being played for money; and again, they say, "What does it matter if for once a game is lost through a little talking?" It is true that mostly they do not play for money; the greater number of players seek only satisfaction, or, as they say, honour, in winning a game—or even may declare that they esteem Chess far too noble to be necessarily played for money, and that it is chiefly an entertainment, and so forth. We had when we resolved to write this article, nothing in view but the promotion of the progress of Chess-play. Whoever has anything beyond entertainment in view, must think deeper; as with a game of Six and Sixty, or Dominoes, to him who wishes merely to show he understands the moves, it will certainly be of no great consequence if there is interference by talk or the men are touched; generally, at all events in such play, it is a mere accident who wins the game, and it becomes more lively and entertaining for such players. But to him who joins a Club for the purpose of studying Chess, the interference of bystanders must be a horror, as it hinders him from making progress. A Chess player who wishes by-and-bye to perform something creditable, must in the first place give free play to his men: secondly, he must after his antagonist's move, above all things consider what the other may have intended, if he has made up his mind, and how best he can defeat that intention. For this, he has to calculate various moves; at the second or third next move it will be seen that his antagonist followed up a well-concealed intention, very different from what he had expected; he has now to resort to other dispositions to make up for lost time, and again he has to contemplate other variations, and so on. Now it happens that our kind neighbour on the right does not only look on complacently and smilingly, but, not able to keep his secret he declares he would have done so and so. A

second neighbour, however, says, "Much better for Black if he had played quite differently, for then it would have happened—" so, or so. Another, "But bless me! what a splendid move White has now! Black has hopelessly lost:"—and so on. If a player is not totally deaf, how is it possible for him to make a calculation? Wherefore it is evident that remarks made during the course of a game, and while the game goes on—especially if there be money at stake, are always disturbing; on the one side they betray ideas to the antagonist: on the other hand, such pieces of advice from bystanders are of no value, for though it often happens that lookers on can see this or that as the game proceeds, because they have their own ideas which they persistently cherish, so on the other hand the players themselves have generally gone much deeper into the science of the game, and have a more profound understanding of their own moves than the bystanders can possibly attain. Very often the spectators overlook a Pawn covered by a larger piece, and on this error they will found an ingenious combination, and treat the others to it.—"They cannot see the forest, for trees." Most Chess-players who are not themselves quite clear as to what would be a correct and appropriate opening, or how they can best carry on the game, may be indifferent to the interference of the bystanders, for they also combine and calculate—they do so more superficially. A player, for instance, has made what he calls a place: consequently makes a flighty move, and only proceeds to make a real calculation when his antagonist has taken an important step; he is not much disturbed, but he will never be equal to a correct and well-considered game. It is necessary before a player moves, that he should have looked over the possible moves of his opponent, and calculated against the most likely. Whoever is made uncomfortable by close attention to a game, let him not say he is playing Chess; he only moves the men—and let him move ever so ingeniously, he makes no progress, although he may admit that he has the pleasure he sought, and the entertainment he aimed at. There are players who have played with each other for years, and one may be blessed with more talent than the other, but we shall find that he will not win many more games than his antagonist. As it is said, "Chance will win." Even those who are endowed with real talent for Chess-playing, if they always choose weaker players than themselves, will not make much progress in spite of their talent. They who choose worse players than themselves are always hunting after brilliant moves, and endeavouring to gain over their opponent to make ingenious combinations, and to lead him on till he altogether loses the thread of his own thought. To sum up, let us remark that all Chess-players who belong to a Club should endeavour to abstain from such practices, or the use of their membership would be lost. One should remember that besides the entertaining moments it grants, it is in principle an educating institution for our noble game, and amusement is secondary. Berathung's

partien, Wett Kämpfe, general enquiries after good openings, and interesting conclusions; now and then, after a serious game, one calls for Kosaken or Husaren partie, for the sake of practice, and in order to quicken the sight: All these things should, and can be done.

In conclusion, we refer once more to the subject of playing for money. Many Chess friends, in mooting this question will at once put their veto on it; considering the stand-point which Chess takes among all other games, they will say, "Such a noble, generous game, and money! how can they agree?" We ourselves, we may remark in passing, never play for money, and would explicitly state that we do not defend the custom on ordinary occasions; but it cannot be contested that this game would on the average have more and better players if this practice had been recommended, even if only a very small stake were played for. Many years ago, Algaier was a person of importance in Vienna. At the same time he constituted himself a teacher of Chess-play; and we believe from the written reports which we have read, that his pupils played almost exclusively for money: for that master himself, whether on principle or not, we cannot say, never played otherwise than for money. It was customary in Vienna, in those games for every one to put down Zwanzig Kreuzer, but M. Algaier played for nothing less than Dukaten or Louis d'orchen. He may have done a good business, but the consequence was that his pupils took more pains to enter into the *finesses* of the game, and so many became really good players. We do not defend the practice, but if it were accepted the consequences would be two-fold. First, those counsellors of whom we have been writing, if they were sitting at the board themselves, would as little allow talking as the Card-players alluded to: and secondly, the number of true Chess-players would be considerably increased.

THE KING'S BISHOP'S GAMBIT.

THE modern classical* defence to the King's Bishop's Gambit, represented by the moves—

1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B square	P. to K. Kt. fourth
5. Kt. to Q. B. third	B. to K. Kt. second

has for many years received so much attention analytically, and enjoyed such an acknowledged preference over the various other modes of defence afforded by this fine opening, that it now seems somewhat out of date to challenge its validity. The ingenious variation of 6. P. to K. Kt. third, introduced at this juncture by the celebrated McDonnell, as the initial move in the attack which bears his name, threatened by its success, for a time, to shake the hitherto recognised solidity of the classical defence, but subsequent analysis has clearly demonstrated that, *as originally conducted*, it can be satisfactorily opposed in more ways than one.

This attack, however, it appears to me, is susceptible of being greatly improved and strengthened; to such a degree indeed, as, in my opinion, to overturn any defence that may be adopted against it. And this notion of the unsatisfactory character of the opening moves in the regular defence to the King's Bishop's Gambit, seems to be implied by the recent general abandonment of it in favour of that arising from 1. $\frac{\text{P. to K. fourth}}{\text{P. to K. fourth}}$ 2. $\frac{\text{P. to K. B. fourth}}{\text{P. takes P.}}$ 3. $\frac{\text{B. to Q. B. fourth}}{\text{P. to Q. fourth}}$ 4. $\frac{\text{B. takes P.}}{\text{K. Kt. to B. third}}$ &c., a mode of play now much in vogue, which seems to leave Black with fully the better game.

In the subjoined attempt to support the soundness of the McDonnell attack when modified as I propose, and, as a consequence, to shew that the principle of the old defence is unsound, the reader is requested to note that many variations leading to unfavorable results for the second player, have, after assurance of their worthlessness, been dismissed or purposely withheld, in order to take full advantage of the space allotted to me.

G. B. FRASER.

DUNDEE, *May*, 1868.

* "Modern classical," in contradistinction to the "old classical" defence of 1. $\frac{\text{P. to K. fourth}}{\text{P. to K. fourth}}$ 2. $\frac{\text{P. to K. B. fourth}}{\text{P. takes P.}}$ 3. $\frac{\text{B. to Q. B. fourth}}{\textit{P. to K. B. fourth}}$ &c.

MODIFICATION OF MACDONNELL'S ATTACK IN THE KING'S BISHOP'S GAMBIT.

Game I.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B. square	P. to K. Kt. fourth
5. Kt. to Q. B. third	B. to K. Kt. second
6. P. to K. Kt. third	P. takes P.

White's sixth move, as is well known, is the commencement of the "McDonnell Attack." At this stage McDonnell continued the game by 7. K. to Kt. second, instead of which I propose to do so by—

7. Q. to K. B. third

Black has now seemingly only five feasible replies, viz.:—

First.....7. Q. to K. B. fifth
Second.....7. P. takes K. R. P.
Third .....7. Kt. to K. B. third
Fourth.....7. P. to Q. fourth
Fifth .....7. P. to K. Kt. seventh (check), followed by 8. Kt. to K. R. third, on capture of the Pawn.

Each of which I shall examine under variations I., II., III., IV., and V., and endeavour to prove unsatisfactory.

Position of the forces after Whites seventh move:—

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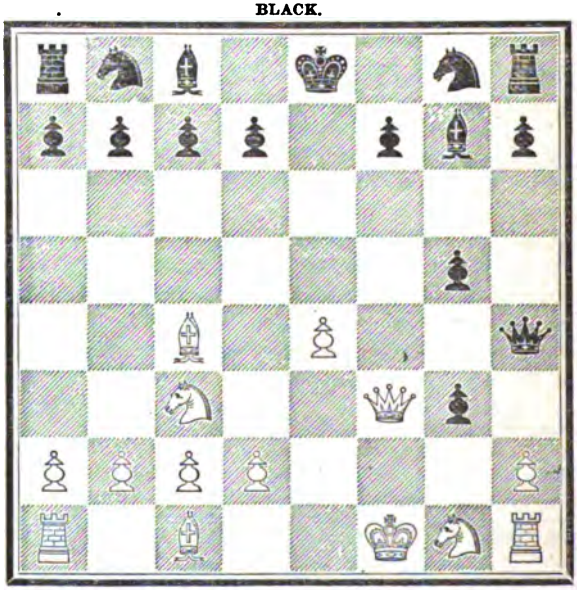


WHITE.

VARIATION I.

7.	*Q. to K. B. fifth*
8. Kt. to Q. fifth	Q. takes Q. (check)

To check here by P. to K. Kt. seventh, instead of exchanging Queens at once, is still more unfavorable for Black.

9. Kt. takes Q.	K. to Q. square (A) (B)
10. Kt. takes Kt. P.	Kt. to K. R. third

Here, again, should Black adopt P. to K. Kt. seventh (check), instead of the move in text, the position—almost identical with that examined under Var. A.—becomes equally disadvantageous for him.

11. R. P. takes P.	P. to Q. B. third (best)
12. Kt. to Q. B. third	P. to Q. Kt. fourth
13. B. to Q. Kt. third	P. to K. B. third

Black would not improve his game by now taking off the Q. Kt. with Bishop.

14. P. to Q. fourth	P. takes Kt.

There seems nothing better.

15. B. takes P. (check)	K. to Q. B. second (best)
16. B. takes Kt.	B. takes Q. P.
17. Q. R. to Q. square	B. takes Q. Kt.
18. P. takes B.	R. to K. square
19. B. to K. B. fourth (check)	K. to Kt. third
20. P. to K. fifth	

And White will win easily.

(A)

9.	P. to K. Kt. seventh (check)
10. K. takes P.	K to Q. square

Should Black advance the K. Kt. Pawn, instead of playing the move adopted, the result as shewn below, under Var. B., is to the advantage of his adversary.

11. Kt. takes Kt. P.	Kt. to K. R. third
12. R. to K. B. square	P. to Q. B. third
13. Kt. to K. B. fourth	P. to K. B. third
14. Kt. to K. R. fifth	P. takes Kt.
15. Kt. takes B.	

And will shortly gain another Pawn and win.

(B)

9.	P. to K. Kt. fifth
10. Kt. to K. Kt. fifth	

White may also acquire a winning game by 10. Kt. to K. R. fourth.

10.	P. to K. Kt. seventh (check) (*a*)
11. K. takes P.	P. to K. R. third
12. Kt. takes K. B. P.	K. takes Kt.

13. Kt. takes B. P. (dis. check) K. to K. second
14. Kt. takes R. K. to Q. square
15. R. to K. B. square, and wins.

10. (a) P. to K. R. third

White may now proceed as above by capturing the K. B. P., *ex gr.*—

11. Kt. takes K. B. P. K. takes Kt.
12. Kt. takes Q. B. P. (dis. ch.) K. to K. second
13. Kt. takes Q. R. K. to Q. square

This is, seemingly, the only chance of entrapping the Knight, as B. to K. fourth is of no avail.

14. P. to Q. third Kt. to Q. B. third
15. B. to B. fourth B. to K. fourth
16. P. takes P. P. to Q. Kt. third
17. B. takes B. Kt. takes B.
18. B. takes Kt. R. takes B.
19. R. takes R. P. B. to Q. Kt. second

If, instead, 19. Kt. to Q. B. third then 20. K. to Kt. second / B. to Q. Kt. second

21. Q. R. to R. square. / Lost.

20. Kt. takes P. P. takes Kt.
21. R. takes P. K. to B. second
22. R. to K. B. sixth

And should win with his Pawns without difficulty.

VARIATION II.

7. *P. takes K. R. P.*

Although this appears, *primâ facie*, an extremely unsafe capture on the part of Black, it requires, nevertheless, considerable care in answering. After lengthened examination of the various lines of play at command of the attack, it appears to me that the following modus operandi is the most satisfactory of all, viz:—

8. Q. takes K. B. P. (check) K. to Q. square
9. P. to Q. fourth

(If White capture the Bishop instead of throwing forward his Q. P. he will inevitably lose, *ex. gr.*:—

9. Q. takes B. Q. to K. B. fifth (check) (best)
10. K. to K. second (best) P. to Q. fourth
11. K. to Q. square (best) Q. to K. B. third

With the superior game.)

It is difficult to say now what is Black's best defence. If he capture K. Kt., making Q. and giving check, the Rook retakes, and Black must

provide for the safety of his Queen. If he attempt to support the Knight's Pawn with K. Bishop, White simply replies by capturing Pawn, with Q. B., giving checkmate in a few moves. There seems, in fact, no move or line of play by which he can save the game; P. to Q. fourth and every other move appearing equally futile.

VARIATION III.

7.	*P. to Q. fourth*
8. R. P. takes P.	Q. to K. Kt. fifth
9. Q. Kt. takes P.	Q. takes Q. (check) (C)
10. Kt. takes Q.	P. to K. Kt. fifth
11. Kt. to Kt. fifth	P. to K. R. third
12. Kt. takes K. B. P.	

And the position, as already shewn in a preceding variation, is unfavorable to Black.

(C)

9.	Q. to Q. second
10. Kt. to K. second	P. to Q. B. third
11. Kt. to Q. B. third	P. to Q. Kt. fourth

(Black cannot play here 11. Kt. to K. R. third as White would simply take it for nothing.)

12. B. to Q. Kt. third	P. to Q. Kt. fifth
13. Kt. to Q. square	

And White's game is much superior.

VARIATION IV.

7.	*Kt. to K. B. third*
8. P. takes P.	Q. to K. Kt. fifth
9. P. to Q. fourth	Q. takes Q. (check) (D)

It is evident that by Castling at this stage Black would lose the exchange.

10. Kt. takes Q.	P. to K. Kt. fifth

The result of 10. P. to K. R. third is identical with that given below under Variation D.

11. Kt. to Kt. fifth	Castles
12. P. to K. fifth	And wins.

(D)

9.	P. to K. R. third
10. P. to K. fifth	Q. takes Q. (check) (*a*)
11. Kt. takes Q.	Kt. to Kt. square

The Knight may also go to his 5th square without affecting the result.

12. Kt. to Q. fifth	K. to Q. square
13. K. Kt. takes Kt. P.	P. takes Kt.
14. B. takes P. (check) and wins.	

(*a*)

10.	Q. takes Q. P.
11. P. takes Kt.	Q. takes B. (check)
12. K. Kt. to K. second	B. to K. B. square
13. B. takes K. Kt. P.	Kt. to Q. B. third
14. R. to K. R. fourth	

And White ought to win without difficulty.

We now come to the examination of the last and most promising ine of defence.

VARIATION V.

7.	*P. to K. Kt. seventh (check)*

This, followed by 8. Kt. to K. R. third, appears to be compulsory.

8. K. takes P.	Kt. to K. R. third

(Black would gain nothing by throwing forward his Queen's Pawn at his stage, instead of the reply adopted, as White would simply capture it with Q. Kt. Should he here bring out his Kt. to K. B. third instead, then follows:—

9. P. to K. fifth	Q. to K. Kt. fifth (check)

Better than capturing the Bishop, which involves him in immediate difficulty.

10. Q. takes Q.	Kt. takes Q.
11. P. to Q. fourth	

Regaining the Pawn, with a greatly superior position.)

9. Kt. to Q. fifth	K. to Q. square

For the result of 9. ——— see Game II.
Castles

10. P. to Q. fourth	B. takes Q. P. (E)
11. Q. to K. Kt. third	Q. takes Q.

(If Instead

11.	Q. takes K. P. check
12. Kt. to K. B. third	Q. takes P. check.

13. Kt. to Q. second and wins.)

12. P. takes Q.	Kt. to Kt. fifth
13. Kt. to K. B. third	P. to Q. B. third
14. Kt. to Q. Kt. fourth	P. to Q. R. fourth
15. Kt. to Q. third	B. to K. B. third

16. P. to K. fifth.

And it is unnecessary to pursue the Game further, as White has a manifest advantage.

(E)

10.	P. to Q. B. third
11. Kt. to Q. B. third	B. takes Q. P.

(If he play instead—

	11.	P. to Q. third
then	12. Q. to K. Kt. third	Q. takes Q.
	13. P. takes Q.	P. to K. B. third
	14. Kt. to K. B. third	P. to K. Kt. fifth
	15. Kt. to K. square	Kt. to K. Kt. square
	16. B. takes Kt.	R. takes B.
	17. R. takes R. P.	

with much the best game.

Again, if at move 11 he play—

	11.	Q. to K. Kt. fifth (check)
	12. Q. takes Q.	Kt. takes Q.
	13. P. to K. R. third	Kt. to K. R. third
	14. B. takes P. (check)	P. to K. B. third
	15. B. to K. R. fourth, &c., &c.)	
	12. Q. to K. Kt. third	Q. takes Q. best
	13. P. takes Q.	B. takes Q. Kt.
	14. R. takes K. Kt.	B. to K. Kt. second
	15. B. takes P. (check)	P. to K. B. third.

If, instead of the move adopted, Black here plays 15 K. to K. square

then follows 16. Q. R. to K. B. square / B. takes R. — 17. B. takes B. P. (ch.) / K. to B. square

18. B. takes B. (ch.) / K. to K. second — 19. B. to K. Kt. seventh / R. to K. B. square — 20. B. takes R. (ch.) / K. takes B.

21. B. to Q. Kt. third (dis. ch.) / K. to Kt. second — 22. R. to K. B. 7th (ch.) / K. to R. third — 23. Kt. to K. B. third / Kt. to Q. R. third

24. P. to K. Kt. fourth &c.

16. R. takes K. R. P.

And wins.

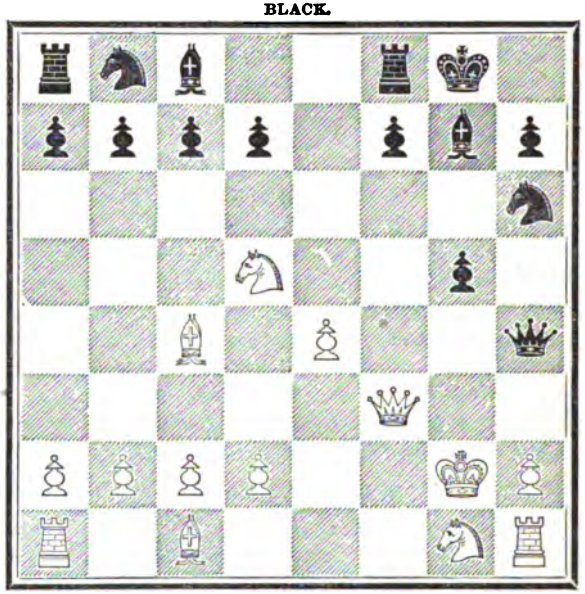
Game II.

1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	Q. to K. R. fifth (check)
4. K. to B. square	P. to K. Kt. fourth
5. Kt. to Q. B. third	B. to K. Kt. second
6. P. to K. Kt. third	P. takes P.
7. Q. to K. B. third	P. to K. Kt. seventh (check)
8. K. takes P.	Kt. to K. R. third
9. Kt. to Q. fifth	Castles

It will be remembered that Black in the previous variation (V. of Game I.) moved K. to Q. square at this juncture.

Position of the forces after the 9th move of Black:—

BLACK.



WHITE.

10. P. to Q. third (best)

(If White, instead of this, capture the Q. B. P., he will subject himself to a severe attack, requiring great accuracy in the defence. *Ex. gr.*:—

10. Kt. takes Q. B. P.	Kt. to Q. B. third
11. Kt. takes R.	Kt. to K. fourth
12. Q. to K. second	Kt. takes B.
13. Q. takes Kt.	P. to Q. fourth

Black may also maintain his attack by now checking with Queen at K. Kt. fifth, and afterwards throwing forward Q. P.

14. Q. to K. second	B. to Q. fifth
	or P. to K. B. fourth

Having, with either move, a dangerous attack upon the exposed King's flank.)

10.	Kt. to Q. B. third
11. Q. to K. Kt. third	Q. takes Q. (check)
12. P. takes Q.	P. to Q. Kt. fourth

There is not much better left for Black, apparently.

13. B. takes P.	Kt. to Q. fifth
14. B. to Q. R. fourth	P. to Q. B. third
15. Kt. to K. seventh (check)	K. to R. square
16. B. takes P.	

And wins.

Should the foregoing analysis bear the test of rigid revision in regard to accuracy, it follows that the classical defence to the King's Bishop's Gambit must henceforth be abandoned as unsound.

GAMES.

The five immediately following games were played in the Great Tournay for the Emperor's Prize, and, with the notes by Messrs. Neümann and De Riviére, are taken from the shortly to be published Book of the Paris Chess Congress.

Game XXXI.

Between Messrs. S. Loyd and Winawére.

(Petroff's Defence.)

White. (Mr. Lloyd.)	*Black.* (Mr. Winawére.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to K. B. third.
3. Kt. takes P.	P. to Q. third
4. Kt. to K. B. third	Kt. takes P.
5. P. to Q. third	
["P. to Q. fourth is better."]	
5.	Kt. to K. B. third
6. B. to K. second	B. to K. third
7. Castles	B. to K. second
8. P. to Q. Kt. third	Castles
9. B. to Q. Kt. second	Kt. to Q. B. third
10. P. to K. R. third	Kt. to Q. fourth
11. P. to Q. B. fourth	Kt. to K. B. fifth
12. Q. Kt. to Q. second	B. to K. B. fourth
13. Kt. to K. fourth	B. takes Kt.
14. P. takes B.	B. to K. B. third
15. Q. to Q. second	B. takes B.
16. Q. takes B.	Q. to K. B. third
17. Q. to Q. second	Kt. to K. fourth

["K. R. to K. square would have been a very effective move here. If White then replied by B. to Q. third, the Kt. could take the K. R.'s P., check, &c."]

18. Q. R. to Q. square	Kt. takes Kt. (check)
19. B. takes Kt.	Kt. takes P. (check)
20. P. takes Kt.	Q. takes B.
21. Q. to Q. third	Q. to K. B. fifth
22. K. R. to K. square	Q. R. to K. square
23. Q. to K. third	Q. to K. R. fifth
24. Q. to K. Kt. third	Q. takes Q.

["Inferior to R. takes P."]

25. P. takes Q.	R. to K. fourth
26. R. to Q. fifth	K. R. to K. square
27. R. takes R.	R. takes R.
28. P. to K. Kt fourth	P. to K. Kt. third
29. K. to B. second	K. to Kt. second
30. K. to B. third	P. to Q. R. fourth
31. K. to B. fourth	K. to B. third
32. P. to K. R. fourth	K. to K. third
33. P. to Q. R. third	P. to K. R. third
34. R. to K. second	R. to Q. B. fourth
35. P. to Q. R. fourth	P. to Q. B. third
36. R. to Q. R. second	P. to Q. Kt. fourth
37. Q. R. P. takes P.	P. takes P.
38. R. takes Q. R. P.	P. takes P.
39. R. takes R.	P. takes R.
40. P. takes P.	P. to K. Kt. fourth (check)

["We must commend Mr. Winawère for having seen that this move wins, play as his adversary may."]

41. P. takes P.	P. takes P. (check)
42. K. takes P.	K. to K. fourth
43. K. to R. sixth	K. takes P.
44. K. to Kt. seventh	P. to K. B. fourth

And Mr. Loyd resigns.

Game XXXII.

Between Mr. S. Loyd and Mr. From.

(Partie Lopez.)

White. (Mr. Loyd.)	*Black.* (Mr. From.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to K. Kt. third

["This manner of defending the Lopez attack brings about a situation which occurs when the K. Kt. is played at the third move to K. second."]

4. P. to Q. fourth	
["We prefer to Castle."]	
4.	P. takes P.
5. Kt. takes P.	B. to Kt. second
6. Kt. to K. B. third	K. Kt. to K. second
7. Castles	P. to Q. third
8. Kt. to Q. B. third	Castles
9. B. to K. Kt. fifth	

["After Black has castled, the White Bishop should occupy the Q. B. fourth square; it is no loss of time, therefore, to compel Black to move his K. B.'s Pawn to B. third."]

9.	P. to K. B. third
10. B. to Q. B. fourth (check)	K. to R. square
11. B. to K. third	B. to K. Kt. fifth
12. B. to K. second	B. takes Kt.
13. B. takes B.	Kt. to K. fourth
14. B. to K. second	P. to K. B. fourth
15. P. to K. B. fourth	Q. Kt. to Q. B. third
16. B. to Q. third	P. takes P.
17. K. B. takes P.	Q. to K. square
18. R. to K. B. third	R. to Q. square
19. B. to Q. third	P. to Q. fourth
20. R. to Q. second	Q. Kt. to Q. fifth
21. R. to K. R. third	K. Kt. to K. B. fourth

["During the last few moves Mr. From has very much improved his game, while his opponent has proportionably lost ground."]

22. Q. to K. B. square	P. to Q. B. fourth
23. R. to K. square	Q. to Q. B. third
24. Q. to K. B. second	P. to Q. B. fifth
["All this is very well played."]	
25. B. takes Kt.	Kt. takes B.
26. K. to R square	P. to Q. fifth
27. Kt. to K. fourth	Q. R. to K. square
28. Kt. to K. Kt. fifth	R. takes R. (check)
29. Q. takes R.	P. to K. R. fourth
30. Q. to Q. square	Kt. to K. R. third
31. P. to Q. B. third	P. to Q. sixth
32. B. to K. third	P. to Q. R. third

["Since he would play this Pawn, why not play it to the fourth square?"]

33. Kt. to K. B. third	Kt. to Kt. fifth
34. Kt. to Q. fourth	Kt. takes B.
35. R. takes Kt.	B. takes Kt.
36. P. takes B.	R. takes P.
37. R. to K. fifth	Q. to K. B. third
38. K. to Kt. square	R. takes Q. P.

39. Q. to K. square	P. to Q. seventh
40. R. to K. eighth (check)	K. to R. second

And White abandoned the game.

Game XXXIII.

Between Messrs. De Vere and De Rivière.

(*Irregular Opening.*)

Black. (Mr. De Vere.)	*White.* (Mr. De Rivière.)
1. P. to Q. B. fourth	P. to K. B. fourth
2. P. to Q. fourth	P. to Q. B. fourth
3. P. to K. third	P. to K. third
4. Kt. to K. B. third	Kt. to K. B. third
5. B. to Q. third	Kt. to Q. B. third
6. Castles	B. to K. second
7. Kt. to Q. B. third	P. to Q. fourth
8. P. to Q. Kt. third	Castles
9. Kt. to K. second	Kt. to K. fifth

["Not so good as P. to Q. Kt. third."]

10. P. takes Q. B. P.	Kt. takes Q. B. P.
11. P. takes. Q. P.	Kt. to Q. Kt. fifth.
12. B. to Q. B. second	Kt. takes B.

["He had better have taken the Pawn with Queen."]

13. Q. takes Kt.	Q. takes P.
14. B. to Q. R. third	P. to Q. Kt. third
15. Kt. to K. B. fourth	Q. to Q. Kt. second
16. Q. R. to Q. square	B. to Q. second

["Kt. to K. fifth looks preferable."]

17. Q. to Q. B. fourth	Q. R. to Q. B. square
18. Kt. to K. fifth	R. to K. B. third

["An error which costs a Piece!"]

19. B. takes Kt.	R. takes B.
20. R. takes B.	Q. to Q. B. square
21. Q. to Q. R. fourth	B. to K. B. square
22. Kt. from B. fourth to Q. third	R. to Q. R. fourth
23. Q. to Q. B. sixth	Q. to Q. Kt. square
24. R. to Q. Kt. seventh	Q. to Q. square
25. Kt. to Q. seventh	R. to K. R. third
26. R. to Q. Kt. eighth	

And Mr. De Vere wins.

Game XXXIV.

Between Mr. De Vere and Mr. Golmayo.

(Irregular Opening.)

White Mr. Golmayo.	*Black.* Mr. De Vere.
1. P. to K. fourth	P. to Q. Kt. third
2. P. to Q. fourth	B. to Q. Kt. second
3. P. to Q. fifth	P. to K. Kt. third
4. P. to Q. B. fourth	B. to K. Kt. second

["Some players like better to play the *Fianchetto* in defence than to adopt the more varied and difficult replies of the regular openings. For our part, we disapprove of such a system; more especially as, after castling, Black's position in this opening is liable to very powerful attacks."]

5. Kt. to Q. B. third	P. to K. third
6. Kt. to K. B. third	Kt. to K. second
7. B. to K. third	Castles
8. Q. to Q. second	P. to Q. third
9. P. to K. R. fourth	P. takes Q. P.
10. K. P. takes P.	

["Less good than taking with the Q. B. Pawn."]

10.	Kt. to K. B. fourth
11. B. to Q. third	Kt. takes B.
12. P. takes Kt.	R. to K. square
13. Castles on Q. side	Kt. to Q. second
14. P. to K. fourth	Kt. to K. fourth
15. P. to K. R. fifth	B. to Q. B. square
16. P. takes P.	B. P. takes P.
17. Kt. takes Kt.	R. takes Kt.
18. Kt. to Q. Kt. fifth	B. to Q. second
19. Kt. to Q. fourth	Q. to K. Kt. fourth
20. Kt. to K. B. third	Q. takes Q. (check)
21. R. takes Q.	R. to K. second
22. K. to Q. B. second	P. to Q. R. third
23. R. to K. second	B. to K. Kt. fifth
24. R. to K. R. fourth	P. to K. R. fourth
25. R. to K. square	Q. R. to K. B. square
26. R. to K. B. square	K. R. to K. B. second
27. R. to K. R. second	B. takes Kt.
28. R. takes B.	R. takes R.
29. P. takes R.	R. takes P.
30. P. to K. fifth	

["The Pawn is sacrificed with the view to an exchange of Rooks which, the Bishops being on different coloured diagonals, would probably lead to a drawn game."]

30.	B. takes P.
31. R. to K. Kt. second	R. takes B.

["Well played."]

32. K. takes R.	K. to Kt. second
33. K. to K. fourth	K. to K. R. third
34. P. to Q. Kt. fourth	P. to K. R. fifth
35. P. to Q. B. fifth	Kt. P. takes P.
36. P. takes P.	P. to K. R. sixth
37. R. to K. Kt. square	K. to R. fourth
38. P. takes Q. P.	P. takes P.
39. K. to B. third	P. to K. Kt. fourth
40. R. to K. R. square	P. to Kt. fifth (check)
41. K. to B. second	P. to Kt. sixth (check)

And Mr. De Vere wins.

Game XXXV.

Between Messrs. Steinitz and Czarnowski.

(*French Opening*)

Black. (Mr. Steinitz.)	*White.* (Mr. Czarnowski.)
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. Kt. to Q. B. third	

["Better than taking the Pawn."

3.	P. to Q. B. third

["It seems better to play the K. Bishop to Q. Kt. fifth."]

4. Kt. to K. B. third	B. to Q. Kt. fifth
5. B. to Q. third	P. takes P.
6. B. takes P.	Kt. to K. B. third
7. B. to Q. third	P. to K. R. third
8. Castles	Q. Kt. to Q. second
9. B. to K. third	B. to Q. third
10. Q. to Q. second	Q. to Q. B. second
11. P. to K. R. third	P. to Q. Kt. third
12. Kt. to K. second	P. to K. Kt. fourth
13. P. to Q. B. fourth	

["The first player has evidently a great superiority in position."]

13.	B. to Q. Kt. second
14. P. to Q. Kt. fourth	P. to Q. B. fourth
15. Q. P. takes P.	P. takes P.
16. P. takes P.	B. takes P.
17. K. Kt. to Q. fourth	R. to Q. square
18. B. to Q. B. second	R. to K. Kt. square

19. B. to Q. R. fourth — K. to K. second
20. K. R. to Q. square — Kt. to Q. Kt. third
21. Kt. to Q. B. sixth (check)

["Well played: after this the adversary has no resources."]

21. — Q. takes Kt.
22. B. takes Q. — K. B. takes B.
23. Q. to Q. Kt. fourth (check)

And wins.

Game XXXVI.

A skirmish, in which the Rev. W. Wayte and the Rev. C. Ranken play in consultation against Mr. Staunton.

(*Giuoco Piano.*)

Black (Mr. Staunton.)	*White.* (The Allies.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. third	P. to Q. third

[There are few better openings than this fine old classical *Giuoco Piano*. It does not allow of a vigorous attack at the outset, but it enables each player to bring his pieces into the field in battle order, and, when the opponents are well matched, it generally leads to an interesting contest. We should be pleased to see it more frequently adopted.]

5. Castles	Kt. to K. B. third
6. B. to K. Kt. fifth	B. to K. third
7. B. to Q. Kt. third	P. to K. R. third
8. B. to K. R. fourth	Q. to Q. second

[Preparatory to Castling on the Q. side; which, however, they have no opportunity of effecting except at a disadvantage.]

9. P. to. Q. B. third	B. to Q. Kt. third
10. B. to Q. R. fourth	

This is an exceedingly troublesome move for the Allies, as Black threatens to follow it with the Pawn to Q. fourth and fifth, and thus win a Piece.]

10.	P. to K. Kt. fourth
11. B. to K. Kt. third	Q. to K. second
12. P. to Q. fourth	B. to Q. second
13. B. takes Kt.	B. takes B.

[White took the best course to save the Piece, but the loss of a Pawn appears to have been inevitable.]

14. P. takes P.	P. takes P.
15. Kt. takes K. P.	B. takes K. P.

[This capture was certainly unwise, but which was the best thing to do in

place of it is not so clear. R. to Q. square would, at any rate, have been less objectionable.

16. Q. to Q. R. fourth (check) K. to B. square

[The *coup juste*. If they had played the only other feasible move, P. to Q. B. third, Black would probably have still rejoined with Kt. to Q. second, threatening disastrous consequences to White's game in a few moves.]

17. Kt. to Q. second B. to Q. fourth
18. K. R. to K. square Q. to Q. B. fourth
19. Q. to Q. B. second

[Menacing a terrible move in P. to Q. Kt. fourth, if White do not guard against it.]

19. B. to Q. B. third

[The advance of the Kt's Pawn now is no longer dangerous, as the Queen can retort the attack by moving to her fourth.

20. Q. to K. B. fifth K. to Kt. second
21. Q. Kt. to K. B. third B. to Q. second
22. Q. takes Kt. (check) K. takes Q.
23. Kt. takes B. (check)

And the Allies resign.

Game XXXVII.

Played in the Handicap Tourney of the Westminster Chess Club, between Messrs. Wormald and Macdonnell.

(Lopez Kt.'s-Opening.)

White. (Mr. MacDonnell.)	*Black.* (Mr. Wormald.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. R. fourth	Kt. to K. B. third
5. Castles	B. to K. second
6. P. to Q fourth	P. takes P.
7. P. to K. fifth	Kt. to K. fifth
8. Kt. takes Q. P.	Kt. takes Kt.
9. Q. takes Kt.	Kt. to Q. B. fourth
10. Kt. to Q. B. third	Kt. takes B.
11. Q. takes Kt.	Castles
12. B. to K. third	P. to Q. fourth
13. Q. R. to Q. square	P. to Q. B. third
14. P. to K. B. fourth	B. to K. B. fourth
15. P. to K. R. third	Q. to Q. second
16. R. to K. B. third	

[If he had played the Pawn forward to K. Kt. fourth, Black would no doubt ave taken it, for—

16. P. to K. Kt. fourth — B. takes Kt. P.
17. P. takes B. — Q. takes P. (check)
18. K. to R. second

And Black can at least draw the game.]

16. — P. to Q. Kt. fourth
17. Q. to Q. fourth — P. to K. B. third

[A good move, relieving him much from the constraint which the second player in the Spanish opening is usually subjected to.]

18. P. takes P. — K. B. takes P.
19. Q. to Q. second — P. to K. R. fourth
20. Kt. to K. second — B. to K. fifth
21. K. R. to B. square — P. to K. R. fifth

[Had he taken the Q. Kt. Pawn, White would have played his Bishop to Q. B. fifth, and then P. to Q. B. third.]

22. B. to Q. fourth — Q to K. second
23. Q. R. to K. square — Q. R. to K. square
24. Kt. to Q. B. third — Q. to Q. Kt. fifth

[A good move again.]

25. B. takes B. — R. takes B.
26. P. to Q. Kt. third

[If Kt. had captured the Bishop, then Rook would have taken Kt., and Black's game would have been superior to his opponent's.]

26. — Q. to Q. B. fourth (check)
27. K. to R. second — K. R. to K. third
28. Kt. takes B. — P. takes Kt.
29. R. to K. third — Q. to K. B. fourth
30. Q. to K. square — Q. to K. B. third
31. P. to K. B. fifth — Q. to K. fourth (check)
32. K. to R. square — R. to K. B. third
33. Q. takes P. — R. takes P.
34. K. R. to K. square — Q. R. to K. B. square

[The superiority of Mr. Wormald's play has enabled him to overcome all the difficulties of the Lopez defence, and to obtain a better position than his adversary has got. Still, the advantage though amply sufficient to ensure him against losing the game, is hardly sufficient to ensure his winning it.]

35. K. to Kt. square — R. to K. B. fifth
36. Q. to K. Kt. third — Q. to Q. B. fourth
37. P. to Q. B. third — Q. to K. B. fourth

[It is worth consideration whether Black could not have played his Rook to K. B. sixth with advantage. Let us suppose:—

37. — R. to K. B. sixth
38. P. takes R. — R. takes P.

White might of course give up his Queen for the two Rooks, but that seems hardly advisable under the circumstances.

39. Q. to Q. Kt. eighth (check)	K. to R. second
40. P. to Q. Kt. fourth	

Has he anything better to do?

40.	Q. to K. Kt. fourth (check)
41. K. to R. square	R. takes R. &c. &c.]
38. K. to R. second	R. to K. B. third
39. K. R. to K. second	R. to K. Kt. third
40. Q. to K. square	R. to K. B. eighth
41. P. to K. Kt. fourth	

[This looks perilous, but we believe it will be found both safe and good.]

41.	Q. to K. B. second
42. Q. to K. Kt. third	R. to K. B. sixth
43. R. takes R.	P. takes R.
44. R. to K. B. second	R. to K. B. third
45. Q. to Q. Kt. eighth (check)	K. to R. second
46. Q. to K. Kt. third	P. to K. Kt. third
47. Q. to R. fourth (check)	K. to Kt. second
48. P. to K. Kt. fifth	R. to K. B. fifth
49. Q. to K. Kt. third	

And the game was abandonned as drawn.

[It may be worth observing that if White, instead of playing Q. to Kt. third, had checked with the Queen, he would probably have lost the game. *Ex. gr.*—

49. Q. to K. R. sixth (check)	K. to Kt. square
50. R. to Q. second	Q. to K. square
51. K. to Kt. third	P. to B. seventh, &c. &c.]

Game XXXVIII.

Between Messrs. Talbot and Tuckett.

White. (Mr. Tuckett.)	*Black.* (Mr. Talbot.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. R. fourth
6. Q. to Q. Kt. third	

[This was a favorite and very successful mode of sustaining the attack with Mr. Tuckett.]

6.	Q. to K. second
7. P. to Q. fourth	P. takes P.
8. Castles	P. to Q. third
9. B. to Q. R. third	Kt. to K. R. third
10. P. to K. fifth	Castles
11. K. P. takes Q. P.	Q. B. P. takes P.

12. P. takes P.	B. to Q. Kt. third
13. Kt. to Q. B. third	Kt. takes Q. P.

[Very daring, apparently; but Black, as we see presently, had not been unmindful of the consequences.]

14. Kt. takes Kt.	B. takes Kt.
15. Q. R. to K. square	Q. to K. Kt. fourth
16. B. takes Q. P.	

[Kt. to K. fourth looks still better.]

16.	B. takes Kt.
17. Q. takes B.	B. to Q. second

[It was impossible to avoid the loss of the exchange.]

18. B. takes R.	R. takes B.
19. R. to K. third	

[White's attack now looks irresistible.]

19.	Kt. to K. B. fourth
20. R. to K. R. third	B. to Q. B. third
21. P. to K. B. third	R. to K. square
22. R. to K. square	Q. to Q. square
23. B. to Q. Kt. third	R. takes R. (check)
24. Q. takes R.	Q. to Q. Kt. third (check)
25 K. to R. square	P. to K. R. third
26. Q. to K. fifth	Q. to K. B. seventh

[Mr. Talbot plays this difficult ending with remarkable ability.]

27. Q. to Q. R. square	Kt. to K. sixth
28. R. to K. Kt. third	Kt. to K. B. fourth
29. R. to Kt. fourth	P. to K. R. fourth

[Well played.]

30. R. to K. Kt. fifth	B. to Q. second
31. Q. to K. Kt. square	Q. to K. R. fifth
32. Q. to Q. B. square	K. to K. B. square
33. P. to K. Kt. third	Q. to Q. fifth
34. R. takes K. R. P.	P. to K. Kt. third
35. R. to K. Kt. fifth	B. to Q. B. third
36. Q. to Q. square	Q. to K. B. third
37. P. to K. R. fourth	Kt. takes K. R. P.

[This capture wins the day.]

38. R. to Q. fifth	Kt. takes P.
39. K. to Kt. second	Kt. to Kt. fourth
40. Q. to K. second	Q. to K. B. fourth.

And White resigned.

Game XXXIX.

A few days since, some of the members of the Birmingham Chess Club paid a visit to Leamington, for the purpose of playing a few games

against the club of that place. Eight games were played, two on the consultation plan, and six between separate players. Birmingham won both the former, and an equal division of the latter. The following is the most interesting of the consultation games:—

(Evans-Gambit.)

White. (Leamington.)	*Black.* (Birmingham.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. P. to Q. fourth	P. takes P.
7. Castles	P. to Q. third
8. P. takes P.	B. to Q. Kt. third
9. B. to Q. Kt. second	K. Kt. to K. second
10. P. to Q. fifth	Kt. to Q. R. fourth
11. B. to Q. third	P. to K. B. third
12. Kt. to Q. fourth	Castles
13. K. to R. square	P. to Q. B. fourth
14. Kt. to Q. Kt. third	B. to Q. second
15. P. to K. B. fourth	R. to Q. B. square
16. B. to Q. B. second	Kt. to Q. B. fifth
17. B. to Q. B. square	P. to Q. R. third

[The last few moves of White were not judicious, and have served in a great measure to weaken their power of attack.]

18. Kt. to Q. B. third	B. to Q. B. second
19. Kt. to K. second	P. to Q. Kt. fourth
20. R. to K. B. third	P. to K. B. fourth
21. R. to K. Kt. third	P. takes P.
22. B. takes P.	B. to K. B. fourth
23. Q. to Q third	B. takes B.
24. Q. takes B.	Kt. to K. B. fourth
25. R. to R. third	Q. to K. B. third
26. P. to K. Kt. fourth	Q. to K. second
27. Q. to K. sixth (check)	

[Q. to Q. third appears to us much stronger. In reply Black must have played the Kt. to R. third, or R.'s fifth. In the former case the White allies could have answered with 28. P. to K. B. fifth; in the latter with 28. P. to Q. R. fourth, and in both they would have had a fine game.]

27.	Q. takes Q.
28. P. takes Q.	Kt. to K. R. third
29. R. to R. fourth	B. to Q. square
30. P. to K. Kt. fifth	Kt. to K. B. fourth
31. R. to K. R. third	R. to K. square
32. Kt. to Q. B. third	R. takes P.

33. B. to Q. second	Kt. takes B.
34. Kt. takes Kt.	R. to K. sixth
35. R. takes R.	Kt. takes R.
36. R. to K. square	Kt. to K. B. fourth
37. Kt. to Q. fifth	B. to Q. R fourth
38. R. to Q. square	B. takes Kt.
39. R. takes B.	K. to B. second
40. K. to Kt. second	P. to Q. B. fifth
41. K. to B. second	K. to K. third
42. Kt. to Q. Kt. sixth	R. to Q. B. third
43. R. to K. second (check)	K. to B. second
44. Kt. to Q. fifth	R. to Q. B. fourth
45. Kt. to Q. B. third	P. to Kt. fifth
46. Kt. to K. fourth	R. to Q. B. third
47. R. to Q. B. second	P. to Q. fourth
48. Kt. to Q. second	Kt. to Q. fifth
49. R. to B. square	P. to Q. B. sixth
50. Kt. to K. B. square	Kt. to K. B. fourth
51. K. to K. second	R. to Q. B. fifth
52. K. to B. third	R. to K. fifth
53. Kt. to Kt. third	Kt. takes Kt.
54. P. takes Kt.	

And White resigns.

Game XL.

Between the Rev. W. Evans and Mr. Feddon.

(Giuoco Piano.)

Black	*White*
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. Castles	Kt. to K. B. third
5. P. to Q. B. third	P. to Q. third
6. P. to Q. fourth	P. takes P.
7. P. takes P.	B. to Q. Kt. third
8. P. to Q. fifth	Kt. to K. fourth
9. B. to Q. Kt. fifth (check)	P. to Q. B. third
10. P. takes P.	Kt. takes Kt. (check)
11. Q. takes Kt.	Castles
12. B. to K. Kt. fifth	P. to Q. R. third
13. B. takes Kt.	K. Kt. P. takes B.
14. P. takes Q. Kt. P.	

[This strikes us as an imprudence. We should rather have given up the Pawn, and have played the Bishop to Q.'s third at once.]

14.	Q. B. takes P.
15. B. to Q. third	K. to R. square
16. Q. to K. R. fifth	R. to K. Kt. square
17. Kt. to Q. B. third	R. to K. Kt. second
18. B. to Q. B. fourth	Q. to Q. B. second
19. B. to Q. fifth	Q. R. to K. Kt. square
20. P. to K. Kt. third	B. to Q. B. square

[White's attack is already irresistible.]

21. B. to Q. Kt. third	B. to K. Kt. fifth

[P. to Q. fourth looks more decisive, but King to Kt. second would have been a safe reply to that move.]

22. Q. to K. R. sixth	B. to K. B. sixth
23. Q. to K. B. fourth	P. to Q. fourth
24. Q. takes B.	

[An obvious mistake. He should have exchanged Queens.]

24.	R. takes Kt. P. (check)
25. P. takes R.	R. takes P. (check)
26. Q. takes R.	Q. takes Q. (check)
27. K. to R. square	Q. to B. sixth (check)
28. K. to Kt. square	B. to Q. B. second
29. B. to Q. square	Q. to K. R. sixth
30. K. R. to K. square	B. to K. R. seventh (check)
31. K. to R. square	

And White gave mate in three moves.

Game XLI.

Played in a Match at Manchester between Messrs. Werner and Steinküler.

(*Giuoco Piano.*)

White. Mr. Steinküler.	*Black.* Mr. Werner.
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. third	Kt. to K. B. third
5. Kt. to Q. B. third	Castles
6. Castles	P. to Q. R. third

[P. to K. R. third we could understand, but the no-meaning move made is beyond our perception.]

7. P. to Q. R. third	P. to Q. third
8. B. to K. third	B. to Q. R. second
9. Q. to Q. second	Kt. to Q. second
10. P. to Q. fourth	Kt. to Q. Kt. third
11. Q. R. to K. square	P. to K. R. third
12. K. to R. square	

[He was deterred from taking the K. R.'s Pawn, we presume, by fear of Black's then taking Q. Pawn with Pawn.]

12.	Kt. to K. R. fourth
13. P. to K. Kt. third	B. to K. R. sixth
14. R. to K. Kt. square	B. to K. Kt. fifth
15. B. to K. second	Q. to K. B. third
16. K. to Kt. second	B. takes Kt. (check)
17. B. takes B.	Kt. takes P.

[This was not badly conceived, but Mr. Werner did not sufficiently calculate the consequences.]

18. K. R. P. takes Kt.	P. takes P.
19. Kt. to Q. fifth	Q. to K. third
20. B. takes Q. P.	Q. to Q. second
21. B. takes B.	Q. R. takes B.
22. R. to K. R. square	P. to Q. B. third
23. Kt. to K. third	Kt. to K. fourth
24. Kt. to K. B. fifth	Kt. takes B.
25. K. takes Kt.	P. to Q. fourth
26. K. to Kt. second	Q. R. to Q. R. square
27. Kt. takes R. P. (check)	P. takes Kt.
28. Q. takes R. P.	P. to K. B. third
29. Q. to K. R. eighth (check)	K. to B. second
30. R. to K. R. seventh (check)	K. to Kt. third
31. R. to K. R. sixth (check)	K. to B. second
32. R. takes K. B. P. (check)	K. to K. second
33. P. takes P. (dis. check)	

And Black gave up.

Game XLII.

Another Game in the French Tournament, played by Messrs. Neümann and Steinitz.*

(*K. Kt.'s Gambit.*)

White. (Mr. Steinitz.)	*Black.* (Mr. Neumann)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. Kt. to K. B. third	P. to K. Kt. fourth
4. B. to Q. B. fourth	B. to K. Kt. second
5. P. to Q. fourth	P. to Q. third
6. Castles	P. to K. R. third
7. P. to Q. B. third	Kt. to Q. B. third
8. Q. to Q. Kt. third	Q. to K. second
9. Kt. to Q. R. third	Kt. to K. B. third

* This game and notes are not taken from the book of the Paris Congress.

10. B. to Q. third	Kt. to K. R. fourth
11. B. to Q. second	Castles
12. B. to Q. B. second	

[This is inexplicable. Why not have played the Q.'s Rook to K. square, and then have retreated the Bishop to Q. Kt. square? The move made, not only loses time at a critical juncture, but hampers the action of the Queen.]

12.	P. to Q. R. third
13. Q. to Q. B. fourth	K. to R. square
14. Q. R. to K. square	Q. to Q. square
15. P. to K. Kt. third	P. to K. Kt. fifth
16. Kt. to K. R. fourth	P. to K. B. sixth
17. Q. to Q. third	Kt. to K. B. third

[This retreat was imperatively needed on account of White's threatened advance of P. to K. fifth, and it proves that the move of the Kt. to K. R. fourth was not well considered.]

18. P. to K. R. third

[We are disposed to believe that White would have done better by playing his Q. Kt. to Q. B. fourth at this moment.]

18.	Kt. to K. second
19. Kt. to Q. B. fourth	

This move does not appear to be so good now as taking the K. Kt. P. with Pawn.]

19.	P. to Q. Kt. fourth
20. Kt. to K. third	P. to K. R. fourth
21. Kt. to K. Kt. second	

[This is ingenious, to say the least of it.]

21.	P. to Q. B. fourth

[A very good move. If, instead of it, he had taken the Kt., the result would certainly have been in White's favour. For instance:—

21.	P. takes Kt.
22. R. takes Kt.	B. takes R.
23. P. to K. fifth	Kt. to Kt. third
24. Kt. takes Kt. (check)	P. takes Kt.
25. Q. takes P., &c.	

22. B. to Q. Kt. square	P. takes Kt.

[Surely an error. As Mr. Neumann himself saw afterwards, he should have played the Pawn to Q. B. fifth.]

23. R. takes Kt.	B. takes R.
24. P. to K. fifth	Kt. to Kt. third
25. P. takes B.	

[Taking the Kt., as in the note above, would have given him a much better game.]

25.	Q. takes P.
26. P. takes Q. B. P.	P. takes K. R. P.
27. P. to Q. B. fourth	

[Well played.]

27. K. to Kt. square
28. B. to Q. B. third — Q. Kt. P. takes P.
29. Q. to Q. fifth

[The following variation on this move has been suggested:—

29. Q. to K. third — Kt. to K. fourth
30. P. takes Q. P.

If 30. Q. to K. fourth, then Black plays Q. to K. Kt. second, and. if his Q.'s Rook be taken, 31. Q. takes K. Kt. P.

30. Kt. to K. Kt. fifth
31. B. takes Q. — Kt. takes Q.
32. R. takes Kt., &c.]

29. B. to Q. Kt. second

[Very good, indeed.]

30. Q. takes K. R. P.

[If he had captured the Bishop, Mr. N. would have played his Q.'s Rook to K.'s square, and when White moved his Rook to Q. square would have played the Q. to K. Kt. fourth, &c.]

30. K. R. to K. square
31. R. to Q. square — Kt. to K. fourth

[We suppose this was needful; though, owing no doubt to the cursory examination which we can give the position at the moment, Black appears to us to win at once by—

31. Q. to K. B. eighth (check)
32. R. takes Q. — P. to K. R. seventh (check)
33. K. takes P. — P. takes R., becoming a Queen, &c.]

32. P. takes Q. P. — Q. R. to Q. square
33. Q. to K. R. seventh (check) — K. to B. square
34. B. to K. B. fifth

[If he had played P. to Q. seventh, Mr. N. intended the following—

34. Q. to K. B. seventh (check)
35. K. takes Q. — Kt. to K. Kt. fifth (check)
36. K. to Kt. square — P. to K. R. seventh (mate.)

34. P. to Q. R. fourth
35. P. to Q. seventh — K. R. to K. second
36. B. takes Q. R. P.

[Could White have won by now playing the Bishop to Q. second? We can only indicate, not follow out, the probable continuation, in that case, of—

36. B. to Q. second — Q. to Q. Kt. third (check)
37. K. to R. second — P. to Kt. eighth, "Queens," (check)
38. R. takes Q. — Q. to K. B. seventh (check)
39. K. takes P., or
39. R. to K. Kt. second, &c.]

36. Q. R. takes P.
37. B. takes R. — Kt. takes B
38. B. to Q. Kt. fourth — K. to K. square
39. K. to R. second

[If he had taken the Rook, Black would have won at once, *Ex. gr.*:—

	39. B. takes R.	Q. to B. eighth (check)
	40. R. takes Q.	P. to K. R. seventh (check)
	41. K. takes P.	P. takes R., becoming a Queen, &c.]
39.		P. to Kt. 8th, "Queens," checking.
40.	K. takes Q.	
	[If R. takes Q., then follows—	
	40.	Q. takes Q. Kt. P. (check)
	41. K. takes P.	Q. takes B., &c.]
40.		Q. to Q. Kt. third (check)
41.	K. to R. second	Q. takes B.
42.	Q. to Q. B. second	R. to K. eighth
43.	Kt. to K. B. fifth	R. takes R.
44.	Q. takes R.	Q. takes P. (check)
45.	K. takes P.	Q. to K. Kt. seventh (check)
46.	K. to R. fourth	B. to Q. fourth
47.	Q. to K. square (check)	B. to K. third
48.	Kt. to Kt. seventh (check)	K. to K. second
49.	Q. to Q. Kt. fourth (check)	K. to B. third
50.	Kt. to K. R. fifth (check)	K. to K. fourth

And Black won the game.

CITY AND COUNTY OF DUBLIN CHESS CLUB.

SILVER CHALLENGE CUP—Value £25.

Statistics of Round I., *to 15th June*, 1868.

18 Entries—paired—first five games to win.
16 Players have completed their Matches and 2 nearly so.
54 Games played, including
4 Ditto drawn.
30 Ditto won by the Players who had the first move, or three-fifths.
20 Ditto ditto ditto second move.
85 Moves in the longest Game.
14 Ditto shortest Game.

OPENINGS PLAYED.

12 Ruy Lopez.	2 Kings Knight's Gambit.
6 Scotch Gambit.	2 Giuoco Piano.
5 French.	2 Irregular.
4 Philidor.	1 Lopez Gambit.
4 King's Bishop's Opening.	1 Centre Gambit.
3 King's Knight's Opening.	1 Centre Counter Gambit.
3 Sicilian.	1 King's Bishop's Gambit.
3 Petroff.	1 Queen's Gambit Declined.
2 Queen's Bishop's Pawn's Opening.	1 King's Gambit Declined.

Total 54.

First Round for the Silver Challenge Cup, value £25, presented by the Chairman of the Club. Play commenced on 2nd April, 1868.

In each Match the player who won the first Five Games declared the winner. Time limit, twelve moves per hour.

Names of Players.	Number of Games won by Play.	Number of Games won by Forfeit.	Total number of Games won.	Number of Drawn Games.
Mr. G. F. Barry	3	2	5	1
v.				
Mr. Rynd	1	—	1	—
Mr. S. Barry	3	—	—	—
v.				
Mr. Collins	3	—	—	—
Mr. Hunt	2	—	2	—
v.				
Mr. White	5	—	5	—
Mr. Pim	5	—	5	—
v.				
Mr. Nolan	—	—	—	—
Mr. Clerke	1	—	1	1
v.				
Mr. Long	5	—	5	—
Mr. Ingliss	4	—	4	—
v.				
Mr. Jones	5	—	5	—
Mr. Cranwell	—	5	5	—
v.				
Mr. O'Connell	—	—	—	—
Mr. Carroll	5	—	5	1
v.				
Revd. E. Buckley	3	—	3	—
Mr. Mills	5	—	5	1
v.				
Mr. Glorney	—	—	—	—

Second Round for the Silver Challenge Cup.

Mr. PIM	against	Mr. CRANWELL
Mr. BARRY, G. F.	,,	Mr. COLLINS or Mr. S. BARRY
Mr. MILLS	,,	Mr. JONES
Mr. LONG	,,	Mr. CARROLL
Mr. WHITE	,,	Mr. ———

N.B.—No *compulsory* play till 1st October. Players who wish may, however, play in the mean time.

Chess Gossip.

CHESS TOURNAMENT AT ADELAIDE, SOUTH AUSTRALIA.—The City of Adelaide Chess Club, under the Presidency of W. Blyth, M.P., we are glad to learn, is very flourishing, and is at present actively engaged in the completion of a Handicap Tourney began a few months back. Of this contest we find the following particulars in the *Adelaide Observer*, a weekly paper which, much to its credit, devotes a column to the promotion of the game:—"For some time past active exertions have been made by a few of the members of the City of Adelaide Club to hold a tournament upon the same principle as that of the Melbourne tournament of 1866 and 1867. The Secretary of the old Chess Club (Mr. J. Mann), having obtained the sanction of the members, consented to devote the balance of funds, two prizes to be fought for in the tournament, on condition that all the members of the Old Adelaide Chess Club should be allowed to compete, and that one of those prizes, which should rank as the second, should only be given to a member of the Old Club. A considerable number of players having signified their assent to take part in the tournament by signing a document to that effect, a general meeting was convened for Monday evening, February 24th, at the Club Room, King William Street, for the purpose of making the final arrangements for the tourney. It was decided on that occasion that, in accordance with the plan adopted in a recent tournament, both in the old hemisphere nd the new, each player should play one game, exclusive of draws, with every other player, until the circle is completed. A Committee was appointed, consisting of Messrs. A. L. Fullarton, J. Mann, and H. Charlick, for the purpose of handicapping the players and conducting the

general business of the tournament. Mr. H. Charlick was also appointed Treasurer, *pro tem*, and empowered to collect the entrance-fees. With regard to the regulations for play, it was decided that the rules laid down in Staunton's Handbook should be strictly adhered to, and that all disputes should be referred to the Committee; that the players should strictly play in accordance with the terms imposed on the several classes by the Handicapping Committee; that in case of a breach of this stipulation another game would have to be played between the two competitors; that in all cases where practicable the games should be played at the Club Room; that the players should be left to arrange amongst themselves as to the time of playing, though, with reference to this point, a hope was expressed that they would make every effort to play as frequently as possible, so as not to protract the tournament; that in the event of ties in the highest aggregate scores, both players should play a match together of three games; that the winner of each game should as quickly as possible communicate the result to one of the members of the Committee, in writing, and mention the terms upon which it was played, so that the Committee could ascertain if it was conducted in accordance with the classified divisions. It was understood that the prizes would not be given in money, but in suitable works, &c. As the Handicapping Committee had classified the competitors, it was decided that they could commence forthwith. The Handicapping Committee completed their somewhat invidious task, and classified the players as follows:—First class to give K. B. P. and move to the second class; Knight to the third class, and Rook to the fourth class; the second class to give K. B. P. and move to the third class, and Knight to the fourth class; the third class to give K. B. P. and move to the fourth class. First Class—Messrs. R. B. Hale, J. Mann, W. J. Fullarton, H. Charlick, T. D. Sison, W. D. Scott, R. M. Steele, and H L. Thwaites. Second Class—Messrs. A. McLeod, A. L. Fullarton, W. D. Webb, D. Mahncke, and —Haussen. Third Class—Messrs. J. Hodgkiss, M.L.C., H. Noltenius, M. M. Finnis, C. Young, J. Ey, and W. B. Dawes. Fourth Class—W. A. Cawthorne, A Gaedechens, A. Sommers, J. MacGeorge, and O. Zeigler." In our next, we shall endeavour to give one or two of the games, a number of which have reached us late in the month.

North German Chess Association.—The first meeting of a Chess Congress under this title took place at Hamburg during the Whitsuntide Holidays It is reported to have been very numerously attended. One interesting feature in connexion with it was an exhibition of blindfold play by Mr. C. Shallopp, who conducted eight games simultaneously and without a Chess board; another was the dispatch of a complimentary

greeting by Telegram from the whole assembly to Professor Andersen at Breslaw.

THE WEST GERMAN CHESS ASSOCIATION.—The following notice regarding this Meeting has been received:—"The Committee of the AACHENER SCHACH-VEREIN have invited a few eminent Chess Masters and many Amateurs to countenance by their presence the Congress of the West German Chess League, to be held at Aix-la-Chapelle, on the 1st of August next, and the three following days; and of these, Messrs. Anderssen, Paulsen, Max-Lange, and Kolisch, are confidently expected." The Committee venture to recommend to the patronage of visitors, Frank's Hotel, Belle Vue, Hayer's Hotel, and Giesen's Tavern, both for the goodness of the accommodation and for the moderation of their tariff.

WEST YORKSHIRE CHESS ASSOCIATION.—The Thirteenth Annual Meeting of the West Yorkshire Chess Association was held at the Athenæum, Sheffield, a few days since. In the first-class tournament, the Rev. A. B. Skipworth and Mr. Young, having defeated their respective opponents in the first games, competed together for the prize, and the deciding game was won by the former gentleman. For the second-class prize there were eight competitors, and the first rounds resulted as follows:—Mr. Ammelburg beat Mr. Hague, Mr. Shuttleworth beat Mr. Ellis, Mr. Fieldsend beat Mr. Winterbottom, and Mr. Finlinson beat Mr. Jeffrey. Then Mr. Shuttleworth played Mr. Fieldsend, and on the former proving victorious, he was awarded half the prize, the other half being divided between Mr. Ammelburg and Mr. Finlinson, who did not finish their deciding game. In the third-class tournament, Mr. Allan beat Mr. Edwards, as Mr. Heselton did Mr. Thompson; then, on Mr. Allan and Mr. Heselton being matched against each other, Mr. Allan proved victorious, and consequently took the prize for that class. The President, in the name of the Sheffield players, cordially welcomed all present, and in the course of his address, mentioned that it was intended to offer a prize to be competed for during the ensuing season for amateurs. The Rev. A. B. Skipworth tendered the thanks of the visitors for the hearty and kind reception which they had met with at the hands of the Sheffield Club. It was then decided to hold the next annual meeting of the Association at Huddersfield. Mr. Skipworth afterwards brought under the notice of the meeting the fact that a new Association had been started at York, and he wished to ascertain the feeling of the members of the West Yorkshire Association with regard to the name that had been chosen, as it had been intimated that some dissatisfaction had been caused by the similarity of title. The general opinion of those present seemed to be against the new Association having a name so similar to that of the old

one given to it; and Mr. Skipworth promised to bring the matter before the Association with a view of suggesting an alteration. A vote of thanks was heartily accorded to the Sheffield Committee who had made the arrangements for the present meeting. Play was then resumed, and continued till late in the evening.

THE GEORGETOWN CHESS ALMANAC.—We give, by desire, another specimen of this useful publication :—

JULY, 1868.

FULL MOON	... ...	4th day,	at 4h. 46m. evening.
LAST QUARTER	... ...	12th day	„ 8h. 57m. evening.
NEW MOON	... ...	19th day,	„ 6h. 3m. evening.
FIRST QUARTER	... ...	26th day,	„ 9h. 59m. evening.

Date.		CHESS MEMORANDA.	H. Wat. D. Bar. Morning.
1	W.	Pub. of Games of G. C. Club comm. in the R. Gazette, 1865 ...	1 50
2	Th.	Paulsen plays 10 blindfold games at St. James's Hall, 1862	2 55
3	Fr.	.....	3 49
4	Sat.	Blackburn plays 10 blindfold games at St. James's Hall, 1862	4 38
5	Sun.	..... [Springs.	5 21
6	Mon.	Selenus, Duke of Brunswick, publishes his "Chess, or the	5 59
7	Tue.	.....[King's Game" at Leipzig, 1616.	6 34
8	W.	.....	7 6
9	Th.	Gianutio's Work published at Turin, 1597	7 38
10	Fr.	.....	8 11
11	Sat.	Von Heydebrand der Laza and Von Bilguers meetings for the	8 51
12	Sun.	[study of the Counter Gambit in the Knight's Opening, 1839.	9 35
13	Mon.	5 Blindfold games played by the Pres. of the G. C. C., 1866....	10 19
14	Tue.	1st Problem of the Georgetown Chess Club published 1866	11 10
15	W.	Ponziani died 1796.	
16	Th.	Match between Staunton and Jaenisch, 1851	0 50
17	Fr.	Lewis' "Second Series of Lessons," published 1832	1 52
18	Sat.	Match between Anderssen and Steinitz, 1866	3 1
19	Sun.	Morphy begins his first match in London, 1858	3 59
20	Mon.	..... Moon in Perigee Springs..	4 53
21	Tue.	.....	5 45
22	W.	Philidor's Rules of Chess, published in his 2nd edition, 1777.	6 31
23	Th.	Visit of the Yorkshire Chess Association to Nottingham, 1844.	7 15
24	Fr.	.....	8 0
25	Sat.	A. Saul's "Famous Game of Chess Play," published 1614*	8 52
26	Sun.	.....	9 40
27	Mon.	..... Neaps.	10 31
28	Tue.	The London Club Chess Laws, published 1844	11 33
29	W.	.....	0 7
30	Th.	First English edition of "Greco on Chess," 1656†	1 18
31	Fr.	.....	2 30

* See Chess player's Magazine, Vol. II. Pages 323 and 354.

† The best edition is by Lewis (1819).

Solutions of Problems

IN THE MAY NUMBER.

No. VII.

White.	*Black.*
1. R. to K. eighth	P. to B. third (best)
2. P. to Kt. third	K. moves
3. R. to K. Kt. eighth (check)	K. takes Kt.
4. Kt. to K. R. sixth, mate.	

No. VIII.

1. Q. takes Q.	R. or P. takes Q. (check)
2. K. to Q. square (double-check)	K. moves
3. R. mates.	

No. IX.

1. R. takes Kt. P.	P. takes R.
2. R. to Q. Kt. fifth	K. takes Kt.
3. R. to K. fifth, discovering checkmate.	

No. X.

1. Kt. to Q. fifth	B. takes Kt. (best)
2. R. to Q. B. sixth	B. takes R.
3. Kt. to B. seventh	K. moves
4. B. gives mate.	

No. XI.

1. R. takes Q. P.	P. to K. B. fourth or (A)
2. K. B. takes K. B. P.	Q. takes K. B.

[If Q. takes R., then 3. Q. to Q. R. third (check), and 4. Q. to K. Kt. third, mate.]

3. B. to K. fifth (double check)	K. moves.
4. Q. or R. mates.	

(A)

1.	Q. takes K. B.

[If Q. takes R., White plays 2. Q. to Q. R. third (check), and 3. Q. to K. Kt. third, mate.

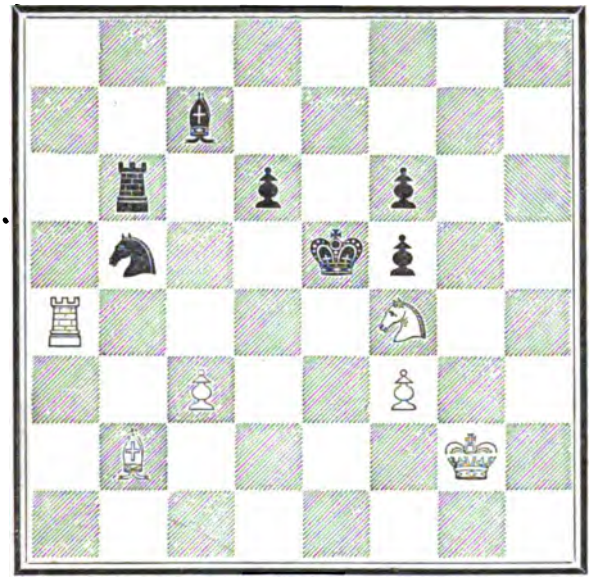
2. B. to K. fifth (double-check)	K. moves
3. R. or B. mates.	

No. XII.

1. Kt. to K. seventh	B. to K. R. fourth
2. B. to Q. Kt sixth	R. to B. fourth or fifth
3. Kt. to Q. B. sixth (check)	R. takes Kt.
4. B mates.	

Problem XIX.—By Mr. J. W. Abbott.

BLACK.



WHITE.

White to play and mate in three moves.

Problem XX.

The four following Problems gained prizes in the Sphinx Tourney.

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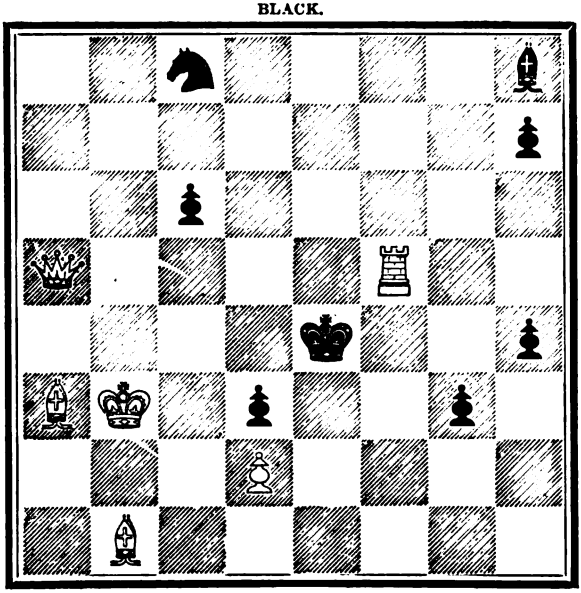
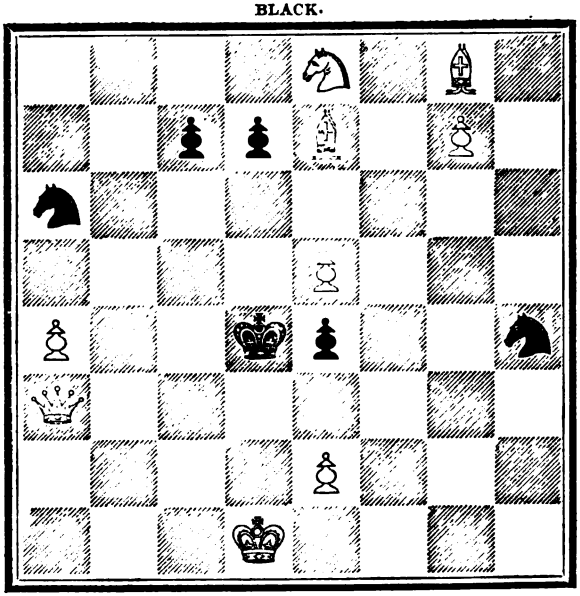


WHITE.

White to play and mate in four moves.

Problem XXI.

BLACK.

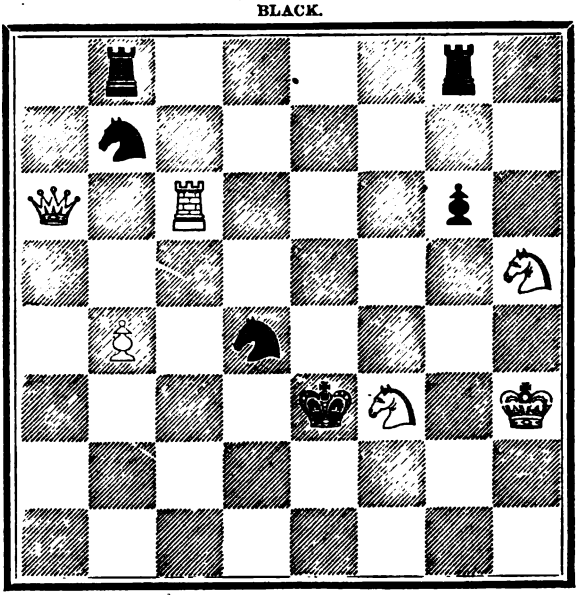


WHITE.

White to play and mate in four moves.

Problem XXII.

BLACK.



WHITE.

White to play and mate in four moves.

Problem XXIII.

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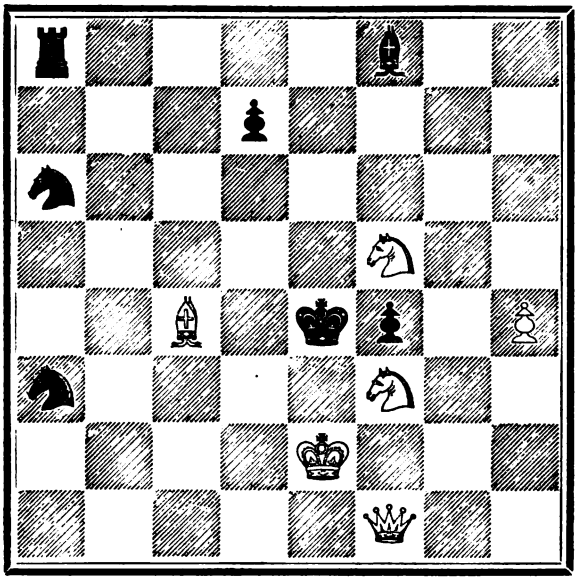

WHITE.

White to play and mate in four moves.

Problem XXIV.—By Mr. L. KARNER.

This and the two following were competing Problems in the British Tourney.

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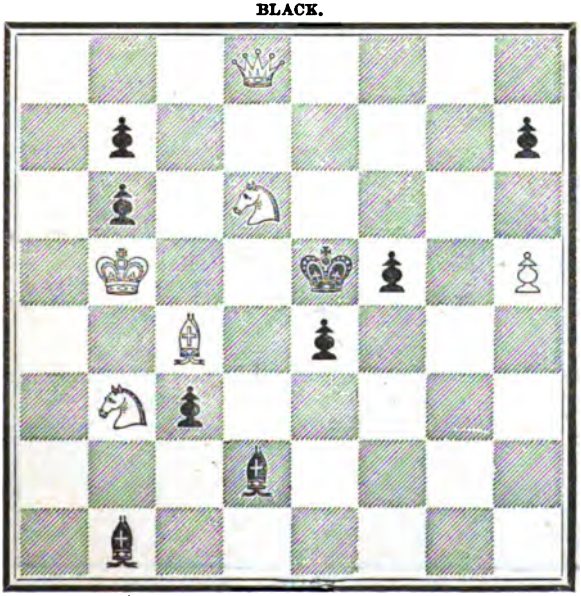

WHITE.

White to play and mate in four moves.

Problem XXV.—By Mr. F. Hubert.

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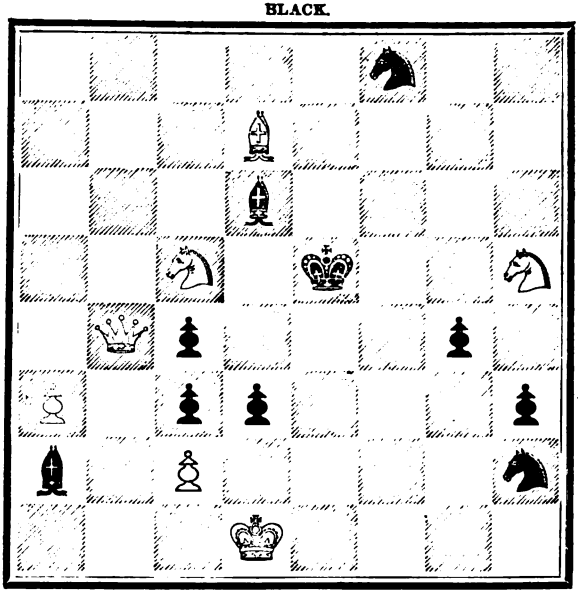
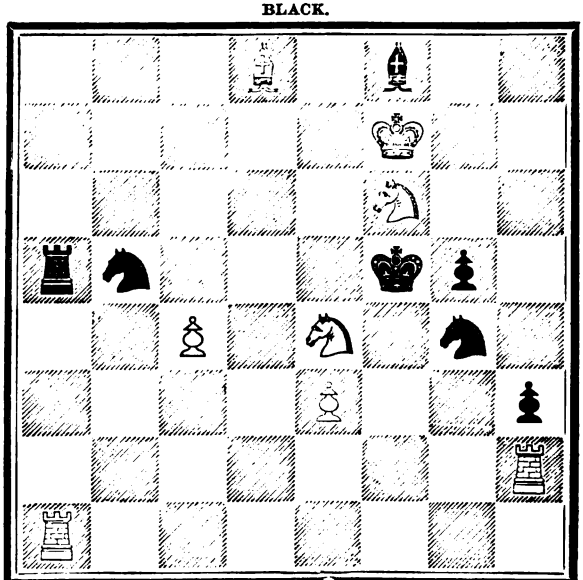


WHITE.

White to play and mate in four moves.

Problem XXVI.—By Mr. F. Hubert.

BLACK.



WHITE.

White to play and mate in five moves.

The Chess World.

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING,

By M. C. F. De JAENISCH.

(*Continued from page* 79.)

[We are requested by the Author of this important analysis to make the following corrections in the portion which appeared in our June Number:—At page 76, line 9, for "Castling on the Q.'s side," read, "Castling on the K.'s side." Page 77, line 13, for "14. $\frac{\text{B. takes B.}}{\text{P. takes B.}}$," read, "14. $\frac{\text{B. takes B.}}{\text{Q. takes B.}}$." In the note on the same page, for "11. $\frac{\text{Q. to Q. Kt. third}}{\text{Kt. to Q. B. third}}$," read, 11. $\frac{\text{Q. to Q. Kt. third, or Kt. to Q. fourth}}{\text{Kt. to Q B. third}}$." Page 79, lines 9 and 10, moves figured 7, 8, 8, should be numbered 8, 9, 9.]

A.

5. Kt. takes P.*

This move has hitherto received very little attention, and it was therefore necessary to commence the analysis of it almost *ab origine*. We have endeavoured, as much as possible, to reduce to system the variations springing from it, and to present its multifarious combinations in as simple a form as its importance would permit. It will be seen that 5. Kt. takes P. possesses the advantage of subjecting Black to a very irregular and complicated line of defence, entirely different to the combinations which arise from 5. Q. takes P. The attack springing from 5. Kt. takes P. has not, perhaps, been proved to acquire a decisive advantage; but the course of the second player is so involved that the slightest error would give White the superiority.

* The preceding moves (see page 74) are—

1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	P. to Q. third
3. P. to Q. fourth	Kt. to K. B. third
4. Kt to Q. B. third	P. takes P.

5. B. to K. second

5. P. to Q. B. fourth and 5. P. to Q. fourth give Black an inferior game.

We shall examine these moves under *e* and *f*.

6. K. B. to Q. third

We shall first examine the consequences of this move, which is supported by the authority of Mr. Morphy. We shall then consider the much weaker lines of play, 6. P. to K. B. fourth* and 6. B. to K. second under *c* and *d*.

The results of 6. Q. B. to K. third do not require a separate examination. Its legitimate continuation 6. Castles 7. K. B. to K. second will fall under a form of variation (*d*) leading to an equal game. We may mention, however, that after 6. B. to K. third Castles if White commits the error of playing 7. K. B. to Q. third, Black gets the advantage by 7. K. Kt. to Kt. fifth followed by 8. Q. B. to B. fourth or 8. Q. to Q. second and 8. K. B. to B. third Lastly, the results of the feeble move 6. K. B. to Q. B. fourth will fall under Variation E.

6. Castles

For the hazardous move of 6. P. to Q. B. fourth see *b*. 6. P. to Q. fourth is equally unadvisable. In the latter case would follow:—7. P. to K. fifth Kt. to K. Kt. fifth 8. P. to K. sixth Kt. to K. B. third 9. P. takes P. (check) K. takes P. 10. Q. B. to Kt. fifth R. to K. square 11. Castles K. to Kt. square. Black has lost time, and will be exposed to attack.

7. Castles

Messrs. Morphy and De Riviere give 7. P. to K. B. fourth at this point, and decide in favour of White. We believe that if they had continued their analysis they would have agreed with us that 7. P. to K. B. fourth is, in reality, bad play. (See *a*.)

* Recommended by Messrs. Suhle and Neumann, who have not, however, given any analysis of it. See *Die Neuste Theorie und Praxis des Shachspiels*. Berlin, 1865.

7. P. to Q. B. fourth

Although irregular, and contrary to the principle that the Q. B. Pawn should not be played two steps, leaving the Q. Pawn unsupported in the rear, this advance is generally considered indispensable at this point. The commanding position occupied by the King's Knight greatly restrains the movements of the Black pieces, whilst by driving him away, Black at least gains a move. 7. ——— would have been followed by 8. P. to K. B. fourth / Q. B. to K. third ——— 8. ——— would then be too late; *e. g.*—8. P. to Q. B. fourth / P. to Q. B. fourth ——— 9. Kt. takes B. / P. takes Kt. ——— 10. B. to Q. B. fourth ——— &c. If 7. P. to Q. fourth ——— 8. P. takes P. / K. Kt. takes P. ——— 9. K. B. takes K. R. P., ch. ——— and wins a Pawn. Again, if 7. Q. Kt. to B. third ——— 8. Kt. takes Kt. / P. takes Kt. ——— 9. P. to K. B. fourth / B. to Q. second ——— 10. P. to K. B. fifth ——— and White has an excellent position. Lastly, 7. B. to Q. second ——— is not advisable because of 8. Q. B. to B. fourth / Q. Kt. to B. third ——— 9. K. Kt. to K. B. fifth / Q. B. takes Kt. ——— 10. P. takes B. / Q. Kt. to K. fourth ——— 11. P. to K. R. third ——— which tend to increase the resources of the attack upon the Black King. In commenting upon a game won by Mr. Morphy of M. Seguin, which was brought about by this series of moves in different order, thus:— 1. P. to K. fourth / P. to K. fourth ——— 2. K. Kt. to B. third / P. to Q. third ——— 3. P. to Q. fourth / P. takes P. ——— 4. Kt. takes P. / K. Kt. to B. third ——— 5. Q. Kt. to B. third / K. B. to K. second ——— 6. K. B. to Q. third / Castles ——— continued by 7. P. to K. B. fourth / P. to Q. B. fourth* ——— 8. K. Kt. to B. third / Q. Kt. to B. third ——— 9. Castles / Q. B. to Kt. fifth ——— Mr. Heydebrandt suggests, without any explanation (see the fourth edition of Bilguer's Handbook, p. 90., note 2.), that Black should have played his Queen's Bishop's Pawn earlier. As this must signify that the Q. B. Pawn ought to have been advanced at the sixth or even the fifth move in the opening, we have thought it necessary to test the suggestion of the celebrated German writer under the sub-variations, already cited, of *b* and *e*. But their result

* M. Seguin would have done better by 7. Q. B. to Kt. fifth ——— (See *a*.)

having been found very favourable to White, it is clear that the premature advance of the Queen's Bishop's Pawn is highly reprehensible. We may add that it would also be unadvisable on the part of Black to delay the advance of the Q. B. P. beyond the seventh move, first playing 7. P. to K. R. third. In that case, 8. P. to K. B. fourth / P. to Q. B. fourth 9. Kt. to K. B. third would give White a game even stronger than in the main variation which we are now considering, on account of the facility with which the King's Pawn may be advanced on the Black Knight. For want of space, we can only give here the following continuation, which is particularly worthy of remark :— 9. Q. to Q. Kt. third

10. K. to R. square / K. R. to Q. square* 11. P. to Q. R. third / Q. B. to Kt. fifth 12. Q. B. to K. third / Q. Kt. to B. third

* To obviate the effects of 11. P. to K. fifth which would break up White's game. For instance, in case of 10. Q. B. to K. Kt. fifth 11. P. to K. fifth / P. takes P. 12. P. takes P / K. Kt. to Q. second 13. Kt. to Q. fifth / Q. to Q. square 14. Q. to K. square / Q. B. to R. fourth (If 14. Q. B. takes Kt. 15. R. takes B. / Q. Kt. to B. third 16. Q. to K. fourth / Kt. takes B., ch. 15. Q. takes Kt. 16. Q. to K. fourth &c. The move 11. P. to K. fifth remains valid also in case of 10. K. R. to Q. square which would be followed by 11. P. to K fifth / P. takes P. 12. P. takes P. / Kt. to K square 13. Q. to K. square / Q. B. to K. third 14. Q. B. to K. third which would maintain the attack, but Black appears to us to be out of danger, at least for the present. It is true that in this case any deviation at the twelfth move would be fatal to Black. For instance, 12. Kt. to Q. fourth would be followed by 13. Kt. takes Kt. / R takes Kt. 14. B. to K.R. seventh ch. &c. If 12 P. to Q. B. fifth 13. P. takes Kt. / K. B. takes P. 14. Kt. to Q. fifth / Q. to Q. R fourth (14. Q. to Q. B. fourth would lead to 15. Kt. takes B., check / P. takes Kt. 16. B. to K. R seventh, ch. 15. Kt. takes B., check / P. takes Kt. 16. B. takes K. R. P. If 12. Kt. to Kt. fifth 13. Q. to K. second / P. to K. R fourth 14. Kt. to K. Kt. fifth / B. takes Kt. (If 14. Q B. to K. third 15. Kt. takes B. / Q. takes Kt. 16. B. to Q. B. fourth / Q. takes K. P. 17. B. takes K.B.P., ch. / K. to R. square 18. Q. takes Q. / Kt. takes Q. 19. B takes K. R. P.) 15. B. takes B. / R. to K. square 16. Kt. to Q fifth / Q. to Q R. fourth 17. Kt. to K. seventh, ch. / K. to B. square 18. Kt. takes Q.B. / R. takes Kt. 19. P. to K. R. third / Kt. to K. R. third 20. B. takes Kt. / P. takes B. 21. Q. takes R. P.

(If 12. Q. takes Q. Kt. P. 13. Q. Kt. to R. fourth) 13 P. to K. R. third / B. takes Kt.
14. Q. takes B. / Q. to B. second (best) 15. Kt. to Q. fifth / Q. to Q. second and White has the advantage.

The somewhat compulsory defence of 7. P. to Q. B. fourth having been hitherto considered satisfactory, we shall show, for the first time, the serious difficulties in which it involves the second player.

8. K. Kt. to K. second

I.

8. Q. to Q. Kt. third.

9. Q. R. to Kt. square

White would equally obtain the superior game by 9. Kt. to K. B. fourth / Q. Kt. to B. third
10. Q. Kt. to Q. fifth followed either by 10. Kt. takes Kt. 11. Kt. takes Kt. / Q. to Q. squsre
12. B. to Q. second; or by 10. Q. to Q. square 11. B. to Q. second / Q. B. to K. third
12. B. to Q. B. third &c. But 9. Kt. to Q. R. fourth would be absolutely useless, on account of 9. Q. to Q. B. third which would compel White to replace his Knight to avoid the loss of a Pawn. Black could then again play his Queen to Q. Kt. third.* As to 9. Kt. to Q. fifth Black replies by
9. Kt. takes Kt. 10. P. takes Kt. / Q. B. to Kt. fifth 11. P. to Q. B. fourth (best) / B. takes K. Kt. (Black might also play 11. Q. Kt. to Q. second 12. P. to K. B. third / B. to R. fourth

* Black must not, in this variation, play 10. P. to Q. B. fifth instead of returning the Queen to Knight's third. In that case, his game would be broken up by 11. Kt. to Q. fifth / Kt. takes Kt.
12. P. takes Kt. / Q. to B. second 13. B to K. fourth because Black cannot capture the Pawn at move 12 without losing his Queen. But 10. P. to Q. B. fifth would be the correct reply to
10. K. Kt. to Q. B. third

13. Kt. to K. Kt. third / Q. B. to Kt. third 14. B. takes B. / R. P. takes B.) 12. Q. takes B. / B. to K. B. third

13. Q. to K. fourth / P. to K. Kt. third 14. B. to K. R. sixth / B. to K. Kt. second 15. B. takes B. /

(If 15. B. to K. B. fourth / Kt. to Q. second 16. Q. to K. seventh / Kt. to K. fourth) 15. / K. takes B.

16. Q. to K. seventh / Kt. to Q. R. third And in no case has White any advantage. The move 9. Q. B. to B. fourth / demands a more lengthened consideration. Its study is indispensable to a thorough insight into the genius of the present opening. Black cannot in reply play 9. / Q. takes Q. Kt. P. without obtaining a greatly inferior game; *e. g.*, 9. / Q. takes Q. Kt. P. 10. Q. R. to Kt. square / Q. to Q. R. sixth

11. Q. Kt. to Kt. fifth / Q. to Q. R. fourth 12. Kt. takes Q. P. / B. takes Kt. 13. B. takes B. / R. to Q. square

14. P. to K. fifth / &c. But the second player has another reply, apparently promising, viz., 9. / Q. B. to K. third which by threatening 10. P. to Q. B. fifth / seems to promise the gain of a Pawn, or, by the following interesting combination, a drawn game at least :—10. Kt. to Q. fifth / B. takes Kt. 11. P. takes B. / Q. takes Q. Kt. P.

(*oup juste.*) 12. Q. R. to Kt. square / Q. takes Q. R. P. 13. Kt. to Q. B. third / (If 13. R. takes Q. Kt. P. / then 13. Q. Kt. to Q. second) 13. / Q. to Q. R. fourth

14. R. takes Q. Kt. P. / Q. takes Kt. 15. R. takes B. / Q. Kt. to Q. second &c. But the proper reply to 9. / Q. B. to K. third is 10. P. to Q. Kt. third / which would lead to

10. / Kt. to Q R. third 11. Q. Kt. to Q. fifth / B. takes Kt. 12. P. takes B. / Kt. to Q. Kt. fifth

(If 12. / Kt. takes Q. P. White takes the K. R. P., giving check.)

13. P. to Q. B. fourth / Kt. takes B. 14. Q. takes Kt. Now, although the forces remain precisely equal, Black has lost his Queen's Bishop, and therefore will have difficulty in preventing the oncoming of the White Knight by playing first to K. Kt. third, and then to K. B. fifth, an attack which would endanger the position of the Black King, besides jeopardising the unsupported Queen's Pawn. As the Queen herself is for the present shut out from the King's side, White has every opportunity of speedily gaining an advantage. We are quite sure that our advanced readers will ratify our decision, but for further demonstration, we shall submit the three following continuations :—

(A) 14. Q. to Q. B. second 15. Kt. to Kt. third / Q. to Q. second 16. Q. to K. B. fifth / K. R. to Q. square
17. Q. R. to K. square / P. to K. Kt. third 18. Q. to Q. third &c.

(B) 14. K. R. to Q. square 15. Kt. to K. Kt. third / R. to Q. second 16. Kt. to K. B. fifth / B. to K. B. square
17. B. to K. Kt. fifth / Kt. to K. square, &c.

(C) 14. Kt. to K. R. fourth 15. B. to K. third / B. to K. B. third 16. Q. R. to Q. square / P. to K. Kt. third
17. P. to K. Kt. fourth / Kt. to K. Kt. second 18. P. to K. Kt. fifth / B. to K. second 19. Kt. to K. Kt. third &c.

Again, if Black replies to 9. Q. B. to B. fourth by 9. Q. Kt. to B. third instead of 9. Q. B. to K. third, the best continuation on both sides would be

10. Kt. to Q. R. fourth / Q. to Q. R. fourth 11. P. to Q. B. fourth / Kt. to Q. Kt. fifth 12. Q. Kt. to Q. B. third / Q. to Q. Kt. third
13. P. to Q. R. third / Kt. takes B. 14. Q. takes Kt. / R. to Q. square 15. K. R. to Q. square / Q. B. to K. third
16. Kt. to Q. fifth / Q. B. takes Kt. To retake the Bishop with the K. P. would produce a situation very similar to the preceding, except that Black has already made the important move of K. R. to Q. square. But you may retake the Bishop with the Q. B. P. and thus add the strength of another Pawn to the phalanx on the King's side.

The best reply to 9 $\frac{\text{Q. B. to B. fourth}}{\text{Q. Kt. to R. third}}$ is 9. followed by 10. $\frac{\text{Q. to Q. second}}{\text{K. R. to Q. square}}$ which seems to render the game pretty equal, *e.g.*—11. $\frac{\text{P. to Q. R. third}}{\text{Kt. to Q. B. second}}$ 12. $\frac{\text{Q. Kt. to Q. fifth}}{\text{Q. Kt. takes Kt.}}$ 13. $\frac{\text{P. takes Kt.}}{\text{Kt. to K. R. fourth}}$ 14. $\frac{\text{P. to Q. B. fourth}}{\quad}$ &c. For 11. $\frac{\text{B. takes Q. Kt.}}{\text{Q. takes B.}}$ 12. $\frac{\text{K. R. to Q. square}}{\text{Q. B. to K. third}}$ 13. $\frac{\text{Q. Kt. to Q. fifth}}{\text{Kt. takes Kt.}}$ 14. $\frac{\text{P. takes Kt.}}{\text{B. to K. B. fourth}}$ 15. $\frac{\text{Kt. to K. Kt. third}}{\text{B. to K. Kt. third}}$ and especially 11. $\frac{\text{K. R. to Q. square}}{\text{Kt. to Q. B. second*}}$ 12. $\frac{\text{Kt. to Q. fifth}}{\text{Q. Kt. takes Kt.}}$ 13. $\frac{\text{P. takes Kt.}}{\text{Q. takes Q. Kt. P.}}$ would be still less advantageous to White.

9. Q. Kt. to B. third

9. $\frac{\quad}{\text{Q. B. to K. third}}$ would result in 10. $\frac{\text{Kt. to Q. fifth}}{\text{B. takes Kt.}}$ 11. $\frac{\text{P. takes B.}}{\text{Q. Kt. to Q. second}}$ 12. $\frac{\text{Kt. to K. Kt. third}}{\text{Q. Kt. to K. fourth}}$ 13. $\frac{\text{B. to K. B. fourth}}{\quad}$, which would be unfavourable to Black for reasons already explained, the sum of which is that in general it is dangerous for Black, in variation A, to part with his Queen's Bishop.

To 9. $\frac{\quad}{\text{Q. Kt. to Q. R. third}}$, White must reply with 10. $\frac{\text{Q. B. to K. third}}{\quad}$, threatening 11. $\frac{\text{P. to Q. Kt. fourth}}{\quad}$, Black being unable to capture the Pawn without losing his Knight. If to prevent the advance of the Q. Kt. P., Black played 10. $\frac{\quad}{\text{Kt. to Q. Kt. fifth}}$, we shall then arrive at a situation identical with that in the main variation we are now considering. And if 10. $\frac{\quad}{\text{Kt. to Q. B. second}}$, then 11. $\frac{\text{P. to Q. Kt. fourth}}{\text{Q. to Q. B. third}}$ 12. $\frac{\text{P. to Q. Kt. fifth}}{\text{Q. to K. square}}$ 13. $\frac{\text{K. Kt. to B. fourth}}{\quad}$,

* 11. $\frac{\quad}{\text{Q. takes Q. K. P.}}$, would allow of the attack: 12. $\frac{\text{B takes Q. Kt.}}{\text{P. takes B.}}$ 13. $\frac{\text{P. to K. fifth}}{\text{Kt. to K. square}}$ 14. $\frac{\text{Q. R. to Kt. square}}{\text{Q. to Q. R. sixth}}$ 15. $\frac{\text{Kt. to Q. fifth}}{\text{B. to K. B. square}}$ 16. $\frac{\text{P. takes P.}}{\quad}$, the study of which we recommend to amateurs.

followed by 13. P. to Q. Kt. third / Q. Kt. takes Kt. 14. K. Kt. to Q. fifth 15. P. takes Kt.

or by 13. Q. Kt. to K third 14. P. to Q. Kt. third 15. P. to K. B. fourth,

leaving White with the attack and an evident advantage.

10. Q. B. to K. third

10. P. to Q. Kt. fourth / P. takes P. 11. Q. Kt. to Q. fifth / Q. to Q. R. fourth 12. Kt. takes K. B. (ch.) / Kt. takes Kt.

13. B. to Q. second / Kt. to Q. B. third, &c., would cost White a Pawn.

10. Q. Kt. to Kt. fifth

To 10 K. R. to Q. square, White would equally reply by 11. K. Kt. to B. fourth;

and if Black then moved 11. Kt. to Q. Kt. fifth, White would play

12. B. to Q. B. fourth, threatening 13. P. to Q. R. third; and then

14. K. Kt. to Q. fifth: a series of moves which would put the Black Queen altogether out of play. For instance, 10. K. R. to Q. square 11. Kt. to K. B. fourth / Kt. to Q. Kt. fifth

12. B. to Q. B. fourth / P. to Q. R. fourth 13. P. to Q. R. third / Kt. to Q. B. third 14. K. Kt. to Q. fifth / Kt. takes Kt.

15. Kt. takes Kt. / Q. to Q. R. second, &c. 12. Q. to Q. B. third, in this variation, instead of

12. P. to Q. R. fourth would not avail anything; for in that case

13. P. to Q. R. third / Kt. to Q. R. third 14. K. Kt. to Q. fifth / Kt. takes Kt. 15. Kt. takes Kt. / B. to K. B. square

16. B. takes Q. Kt. / P. takes B. 17. P. to Q. B. fourth would give White a very fine game.

10. P. to Q. R. fourth would be better than 10. K. R. to Q. square, but

would not enable Black to escape from embarrassment. The game would then proceed in a similar manner: 11. K. Kt. to B. fourth / Kt. to Q. Kt. fifth 12. P. to Q. R. third / Kt. takes B.

13. Q. takes Kt. / Q. to Q. B. third 14. K. Kt. to Q. fifth / Kt. takes Kt. 15. Kt. takes Kt., etc. Lastly,

10. ——— / K. Kt. to Kt. fifth would be bad play, on account of 11. Q. Kt. to Q. fifth / Q. to Q. square

12. Q. to Q. second. 11 ——— / Q. to Q. R. fourth instead of returning the Queen to her square, would occasion fresh loss of time to Black, seeing that after

11. ——— / Q. to Q. R. fourth 12. B. to Q. second, Black could not take the Q. R. P. without losing the Queen.

11. Kt. to K. B. fourth — B. to Q. second
12. P. to Q. R. third — Kt. takes B.
13. Q. takes Kt.

And White threatens both 14. K. Kt. to Q. fifth, and 14. P. to Q. Kt. fourth

We think Black's game is compromised.

II.

8. Q. Kt. to B. third

To 8. ——— / Q. B. to K. third, White would reply by 9. Q. Kt. to Q. fifth / Q. Kt. to B. third

10. P. to Q. B. fourth, and the game of Black is greatly restrained by the commanding position of the Queen's Knight. If after 8. ——— / Q. B. to K. third

9. Q. Kt. to Q. fifth, Black plays 9. ——— / Q. B. takes Kt., then 10. P. takes Kt. / Q. Kt. to Q. second

[Black cannot capture the Pawn because of 11. ——— / B. takes K. R. P. (ch)]

11. Kt. to K. Kt. third, and White obtains a powerful game on the King's side, as already shown in several preceding positions, where Black parts with his Queen's Bishop.

9. Q. B. to K. third

The move 9. P. to K. B. fourth is more advantageous in appearance than in reality. In reply, Black moves 9. ——— / Q. to Q. Kt. third, followed by

10. B. to Q. B. fourth / Q. to Q. B. second or by 10. K. to R. square / *B. to Q. second (the proper move) and the disposition of Black's pieces will not be much inferior to that of White's. We much prefer 9. K. Kt. to B. fourth which would result in 9. Q. B. to K. third

10. Q. Kt. to Q. fifth / B. takes Kt. (If 10. Q. to Q. second 11. P. to Q. B. fourth, &c.)

11. P. takes B. / Q. Kt. to K. fourth 12. K. B. to B. fifth; or 9. Kt. to K. fourth

10. K. Kt. to Q. fifth / Q. B. to K. third 11. B. to K. B. fourth / Kt. takes K. B. 12. Kt. takes K. B. (ch) / Q. takes Kt.

13. Q. takes Kt. / K. R. to Q. square 14. Q. R. to Q. square, &c. It is true that after

9. K. Kt. to B. fourth / Kt. to K. fourth 10. K. Kt. to Q. fifth the more correct continuation is

10. Kt. takes Kt. / K. Kt. takes Kt. 11. B. to B. third; but even then, White still preserves the advantage of position.

A still more recommendable attack is 9. Q. B. to B. fourth, which admits of no better defence than 9. Q. to Q. Kt. third 10. Kt. to Q. R. fourth / Q. to Q. R. fourth; but having already analysed this variation under "I.," in which it springs from the order of moves: 8. Q. to Q. Kt. third 9. B. to K. B. fourth / Q. Kt. to B. third 10. Kt. to Q. R. fourth / Q. to Q. R. fourth, &c., it only remains for us to develop the very natural line of attack in the text (9. Q. B. to K. third.)

9. Kt. to K. Kt. fifth

9. Q. to Q. Kt. third 10. Q. R. to Kt. square would reproduce the position under the main variation "I," which has been shown to be unfavourable to Black.

10. B. to K. B. fourth

10. Q. to Q. second would be answered by 10. Kt. to Q. fifth / B. to K. B. third, and

10. Kt. to Q. fifth by 10. Kt. takes B. 11. Kt. takes Kt. B. to K. B. third, which would cause White a loss of time.

10.	B. to K. B. third
11. P. to K. R. third	K. Kt. to K. fourth
12. B. takes K. Kt.	B. takes B.

To 12 Kt. takes B., White would reply with 13. P. to K. B. fourth, continuing in case of 13. P. to Q. B. fifth by 14. P. takes Kt. P. takes B. 15. P. takes B. P. takes Kt. 16. Kt. takes P. P. takes P. to the disadvantage of Black. And if 13. Kt. takes B., the following interesting variation would be the result:—

14. Q. takes Kt. Q. to Q. Kt. third (14. B. takes Kt. 15. Kt. takes B. would give you the better game) 15. Kt. to Q. fifth P. to Q. B. fifth, (dis. ch.) 16. Kt. takes Q. P. takes Q. 17. Kt. takes Q. R. P. takes Kt. 18. K. R. to K. square B. to Q. square 19. R. takes P. P. to Q. Kt. third 20. R. to Q. square Q. B. to Kt. second 21. R. takes Q. P. B. takes Kt. 22. R. to Q. seventh P. to Q. R. fourth 23. P. to Q. B. fourth, and White ought to win.

13. P. to K. B. fourth	B. takes Kt.
14. Kt. takes B.	Q. to Q. Kt. third
15. Kt. to Q. R. fourth	Q. to Q. B. second

And Black has a tolerably equal game; a result due to the timely exchanges which he has succeeded in making. White would not do well at this moment to play 16. P. to Q. B. fourth. The result would be 16. Q. to K. second 17. Kt. to Q. B. third, Q. to K. B. third, &c.

(To be continued.)

GAMES.

Game XLIII.

This and the next four games are taken from the forthcoming Book of the Paris Chess Congress: the notes being written by Messrs. de Riviére and Neümann.

(Petroff-Defence.)

White. (Mr. Kolisch.)	*Black.* (Mr. Rosenthal.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to K. B. third
3. Kt. takes K. P.	P. to Q. third
4. Kt. to K. B. third	Kt. takes P.
5. P. to Q. fourth	P. to Q. fourth
6. B. to Q. third	B. to Q. third
7. Castles	Castles
8. P. to Q. B. fourth	B. to K. third
9. P. takes P.	Q. B. takes P.
10. Kt. to Q. B. third	Kt. takes Kt.
11. P. takes Kt.	P. to Q. B fourth
12. P. to Q. B. fourth	

["If—.

12. B. takes K. R. P. (check)	K. takes B.
13. Kt. to K. Kt. fifth (check)	K. to Kt. square (or A)
14. Q. to Q. third	P. to K. Kt. third (or B)
15. Q. to K. R. third	R. to K. square
16. Q. to K. R. seventh (check)	K. to B. square
17. P. takes Q B. P.	B. takes Q. B. P. (or C)
18. Q. to K. R. eighth (check)	K. to K. second
19. Q. to K. fifth (check)	K. to B. square
20. Kt. to K. R. seventh (check)	K. to Kt. square
21. Kt. to B. sixth (check).	

And White wins.

[A]

13.	K. to Kt. third
14. P. to Q. B. fourth	B. to K. second
15. Q. to Q. third (check)	P. to K. B. fourth
16. P. to K. R. fourth	B. takes Q. B. P.
17. Q. takes B.	Q. takes Q. P.
18. Q. to K. sixth (check)	Q. to K. B. third
19. Q. to K. second	Q. takes Q. R.
20. P. to K. R. fifth (check)	K. to R. third
21. Q. takes B.	

And White wins.

If in this variation Black play—

	14.	R. to K. R. square
then	15. Q. to Q. third (check)	P. to K. B. fourth
	16. P. to K. B. fourth	B. to K. fifth
	17. Q. to K. Kt. third	K. to B. third
	18. P. to Q. fifth.	

And White again wins.

[B]

14.	P. to K. B. fourth
15. Q. to K. R. third	R. to K. square
16. Q. to K. R. seventh (check)	K. to B. square
17. Q. takes K. B. P. (check)	K. to K. second
18. R. to K. square (check)	

And White wins.

[C]

17.	B. to K. fourth
18. P. to Q. B. sixth	Kt. takes P.
19. B. to Q. R. third (check)	B. to Q. third
20. Q. R. to K. square	R. to K. fourth
21. Q. to K. R. eighth (check)	K. to K. second
22. R. takes R. (check)	Kt. takes R.
23. Q. takes Kt. (check)	B. to K. third
24. Kt. takes B.	P. takes Kt.
25. R. to Q. square	

And White wins."]

12.	B. takes Kt.
13. Q. takes B.	P. takes Q. P.
14. Q. takes Q. Kt. P.	Kt. to Q. second
15. Q. to K. fourth	P. to K. Kt. third
16. R. to Q. Kt. square	Kt. to Q. B. fourth
17. Q. to K. B. third	R. to K. square
18. B. to Q. R. third	Kt. takes B.
19. B. takes B.	Q. takes B.
20. Q. takes Kt.	Q. R. to Q. Kt. square
21. P. to K. Kt. third	R. takes R.
22. R. takes R.	Q. to Q. B. fourth
23. R. to Q. Kt. fifth	Q. to Q. B. third
24. R. to Q. fifth	R. to K. eighth (check)
25. K. to Kt. second	R. to Q. B. eighth
26. Q. to K. fourth	R. takes P.
27. R. to Q. eighth (check)	K. to Kt. second
28. Q. takes Q.	R. takes Q.
29. R. takes P.	R. to K. third

The game was here abandoned as a drawn battle.

Game XLIV.

Between Messrs. De Riviére and Rosenthal.

(*Evans-Gambit.*)

Black. (Mr. De Riviére.)	*White.* (Mr. Rosenthal.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. P. takes P.	B. to Q. Kt. third
9. P. to Q. fifth	Kt. to Q. R. fourth
10. B. to Q. Kt. second	Kt. to K. second
11. B. to Q. third	Castles.
12. Kt. to Q. B. third	P. to Q. B. third

["Mr. Steinitz essayed this move against Mr. Anderssen, and the latter has demonstrated its inefficiency."]

13. R. to Q. B. square

["Anderssen recommends Q. to Q. second, for the purpose of playing afterwards P. to K. B. fourth and Q. R. to K. square."]

13.	P. to K. B. fourth
14. P. to K. fifth	P. takes K. P.
15. Kt. takes P.	Kt. takes P.

["Mr. De Riviére has sacrificed a second Pawn, but his pieces thereby have got great freedom of action. If White had now played—

15.	P. takes P.
then 16. B. to Q. R. third	Q. Kt. to Q. B. third
17. R. to K. square	R. to K. square
18. Q. to K. R. fifth	B. to K. third
19. Kt. to Q. Kt. fifth	B. to Q. B. second
20. Kt. to K. Kt. fourth	B. to K. B. second
21. Q. to K. R. fourth	B. to K. Kt. third
22. Kt. to K. R. sixth (check)	P. takes Kt.
23. B. to Q. Kt. second	R. to K. B. square
24. Q. takes P.	R. to K. B. second
25. R. to K. sixth	R. to Q. B. square
26. Q. R. to K. square	Q. to Q. second
27. P. to K. R. fourth	Kt. to Q. square
28. R. to K. B. sixth	R. takes R.

If he play 28. K. Kt. to Q. B. third, then follows 29. R. takes B. (check), &c.

29. B. takes R.

And Black wins the game."]

16. Q. to K. B. third — B. to Q. fifth
17. K. R. to K. square — Q. to Q. third

["Better than taking the K. Kt. with the Bishop."]

18. Kt. to Q. Kt. fifth

["A good move."].

18. — P. takes Kt.
19. B. takes B. — P. to Q. Kt. third
20. K. B. takes Q. Kt. P. — B. to Q. Kt. second
21. Kt. to Q. B. fourth — Kt. takes Kt.
22. B takes Kt. — Q R. to Q. square
23. R. to K. fifth — K. to R. square
24. B. to Q. Kt. second — R. to K. B. second
25. R. to Q. square — Q. to Q. Kt. fifth
26. B. takes Kt.

["A more decisive result is obtainable, perhaps, by B. to Q. Kt. third."]

26. — K. R. to Q. second

["Compulsory; for if he had played Q. takes B., then followed 27. B. takes R., &c."]

27. R. takes K. B. P. — R. takes B.

["If B. takes B. then follows:—

28. Q. to K. second, or,—
28. B. takes P. (check) — R. takes B. (best)
29. K. R. takes B. — R. takes R.
30. Q. takes R., &c.

Note, however, that if White, instead of capturing the Bishop at move 28, play the King to Kt. square, he wins."]

28. K. R. takes R. — R. takes R.
29. R. to Q. B. square

["The position continues to be extremely critical on both sides, and on that account is the more interesting."]

29. — Q. to K. second
30. Q. to K. Kt. third — P. to K. R. third
31. P. to K. R. fourth

["To prevent the play of R. to K. Kt. fourth."]

31. — Q. to K. B. second
32. R. to Q. B. fourth

["All this time M. De R. has the better game."]

32. — P. to K. R. fourth
33. R. to K. B. fourth — Q. to K. second
34. Q. to K. Kt. sixth — K. to Kt. square
35. B. takes P.

["The move which decides the *partie*."]

35. — Q. takes B.
36. Q. to K. eighth (check) — K. to R. second

37. R. to B. seventh	R. to Q. eighth (check)
38. K. to R. second	B. to Q. fourth
39. R. takes Q. (check)	K. takes R.
40. Q. takes P.	R. to Q. sixth

And Black won, because after the third check, the Queen gains the Rook.

Game XLV.

Between the same Players.

(King's Bishop's Gambit.)

White. (Mr. Rosenthal,)	*Black.* (Mr. de Rivière).
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	P. to K. B. fourth

["The defence called 'classic,' which consists in now giving check with the Queen at K. R's. fifth is abandoned, as also is that of P. to K. Kt. fourth, which is found in ancient authors. The Counter-Gambit of Kieseritzki, P. to Q. Kt. fourth is fallen into disuse. There remains, then, the defence of P. to Q. fourth, or Kt. to K. B. third, or lastly, P. to K. B. fourth, as in the present game. This move gives in our opinion a slight advantage to the second player."]

4. Q. to K. second

["The best continuation."]

4. P. takes P.

["This usual move is Q. to K. R. fifth, after which:—

5. K. to Q. square	P. takes P.
6. Q. takes P. (check)	B. to K. second
7. Kt. to K. B. third	Q. to K. R. fourth
8. B. takes Kt.	R. takes B.
9. R. to K. square	Kt. to Q. B. third
10. Kt. to Q. B. third	P. to Q. third
11. Kt. to Q. fifth	B. to K. B. fourth
12. Q. to Q. B. fourth	B. takes P. (check) &c., &c.

The intention of the move adopted by Black is that his Rook should be taken but as the White Queen with some trouble, may be disengaged, the solidity of the sacrifice is not established."

5. Q. to K. R. fifth (check)	P. to K. Kt. third
6. Q. to K. fifth (check)	Q. to K. second
7. Q. takes R.	Kt. to K. B. third

8. Kt. to Q. B. third

["We believe P. to Q. Kt. third or P. to Q. fourth is preferable."]

8.	P. to Q. B. third
9. K. Kt. to K. second	P. to Q. fourth
10. B. to Q. Kt third	B. to K. B. fourth

11. K. Kt. takes P.	Q. Kt. to Q. second
12. Castles	Castles
13. K. Kt. takes Q. P.	

["Black threatens to win the Queen, and White sacrifices the Kt. in hopes to save her."]

13.	P. takes Kt.
14. Kt. takes Q. P.	Q. to K. fourth
15. P. to Q. fourth	P. takes P. in passing
16. B. to K. B. fourth	B. to Q. B. fourth (check)
17. K. to R. square	Q. to K. seventh
18. Q. takes R. (check)	

["If—

18. Q. to K. Kt. seventh B. to K. fifth

Thus we see that the sacrifice of the Kt. has not been sufficient."]

18.	K. takes Q.

["Black has a decisive advantage."]

19. P. takes P.	Kt. to K. Kt. fifth
20. B. to K. Kt. fifth (check)	K. to B. square
21. P. to Q. fourth	B. takes Q. P.
22. Q. R. to Q. B. square (check)	Kt. to Q. B. fourth
23. P. to K. R. third	Kt. to B. seventh (check)
24. K. to R. second	K. Kt. to Q. sixth
25. B. to Q. B. fourth	B. to K. fourth (check)
26. Kt. to K. B. fourth	B. to K. fifth
27. R. to K. Kt. square	Kt. takes Q. R.

["The sacrifice of the Queen leads to a speedy termination."]

28. B. takes Q.	Kt. takes B.
29. R. to K. B. square	Kt. to Q. sixth
30. P. to K. Kt. third	K. Kt. takes Kt.
31. B. takes Kt.	Kt. takes B.
32. P. takes Kt.	B. takes Q. Kt. P.

And Black wins.

Game XLVI.

Between Messrs. Neümann and Steinitz.

(*Evans-Gambit.*)

White (Mr. Neümann.)	*Black* (Mr. Steinitz.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. P. to Q. fourth	P. takes P.

7. Castles	P. to Q. third
8. P. takes P.	B. to Q. Kt. third
9. P. to Q. fifth	Q. Kt. to K. second

["Mr. Steinitz designedly avoids the regular defence of Kt. to Q. R. fourth, that his opponent should be thrown upon his own recources, unassisted by the books; as to the intrinsic value of this move, it would be exaggerating to say it renders the defence perilous, but in the general opinion it is inferior to the usual move, Kt. to Q. R. fourth."]

10. P. to K. fifth

["The correct play."]

10.	K. Kt. to K. R. third
11. Kt. to Q. B. third	

["White need not hurry to take the K.'s Kt."]

11.	Castles
12. Kt. to K. fourth	P. takes P.
13. B. takes Kt.	P. takes B.
14. K. Kt. takes P.	Kt. to K. B. fourth
15. K. Kt. to K. Kt. fourth	K. to K. R. square

16. R. to Q. Kt. square

["Having in view the sacrifice of the Rook for the Bishop, and the check of the Queen at Q. R. square."]

16.	Q. to K. R. fifth
17. R. takes B.	R. P. takes R.
18. Q. to Q. R. square (check)	P. to K. B. third

["The sacrifice of this Pawn is indispensable."]

19. K. Kt. takes K. B. P.

["The game becomes extremely interesting."]

19.	Kt. to Kt. second
20. P. to K. Kt. third	Q. to K. R. sixth
21. R. to K. square	Q. to K. B. fourth

22. B. to K. second

["By the following variation, Mr. Neümann might have won the game very expeditiously—

22. P. to K. Kt. fourth	Q. to K. B. fifth
23. Kt. to K. R. fifth	Q. takes Kt.'s P. (check)
24. Kt. from K. 4th, to Kt. 3rd.	R. to K. Kt. square

25. R. to K. seventh

And White wins in every variation; for example, suppose:—

25.	B. to Q. second

26. P. to B. third &c."]

22.	P. to K. R. fourth
23. Kt. takes P. at K. R. fifth	Q. to K. Kt. third
24. R. to Q. B. square	R. to K. B. second

25. Kt. from R. fifth to B. sixth

["Menacing B. to K. R. fifth."]

25.	R. to K. second
26. P. to K. B. third	B. to K. B. fourth
27. Q. to Q. Kt. second	

["From this square the reach of the Queen is much extended."]

27.	Q. R. to K. B. square
28. P. to K. Kt fourth	B. takes Kt.
29. Kt. takes B.	Q. to K. R. third
30. Q. to Q. R. third	Q. to K. B. fifth
31. R. to K. B. square	Q. to K. fourth
32. K. to Kt second	R. to Q. square
33. R. to Q. square	Kt to K. square
34. Kt. to Kt. third	Kt. to K. B. third

["All these moves are calculated and connected with the greatest art."]

35. P. to K. B fourth	Q. to Q. third
36. Q. to Q. Kt. second	

["The Attack is now resumed with increased vigour."]

36.	Q. takes K. B. P.
37. R. to K. B. square	Q. to K. fourth
38. Q. takes Q.	R. takes Q.
39. R. takes Kt.	K. R. takes Q. P.

["After all these exchanges White maintains an advantage, but is it sufficiently great to ensure the winning of the game ?"]

40. K. to R. third	P. to Q. B. third
41. B. to Q. B. fourth	K. R. to Q. third
42. R. to K. B. fifth	P. to Q. Kt fourth
43. B. to Q. Kt. third	P. to Q. Kt. third
44. Kt. to K. fourth	R. to K. R. third (check)
45. K. to Kt. third	P. to Q. B. fourth
46. B. to Q. fifth	

["This move did not give the result Mr. Neümann anticipated, and we believe he should have played instead of it P. to K. Kt. fifth. Here follow the variations:—

46. P. to Kt. fifth	R. to Q. B. third
47. R. to K. B. seventh	P. to Q. B. fifth
48. B. to Q. B. second	P. to Q. Kt. fifth
49. Kt. to K. B. sixth	R. takes Kt.
50. R. takes P. (check)	K. to Kt. square
51. P. takes R.	R. to K. B. square (A
52. P. to K. B. seventh (check)	R. takes P.
53. R. takes R.	K. takes R.
54. B. to Q. Kt. third !	

And White wins.

(A)

51.	P. to Q. Kt. sixth
52. P. takes P.	P. takes P.
53. P. to K. B. seventh (check)	K. to B. square
54. R. to K. R. eighth (check)	

And White wins.

If after 46. P. to Kt. fifth, Black play 46. R. to K. Kt. third, then—

47. P. to K. R. fourth	P. to Q. B. fifth
48. B. to B. second	P. to Q. Kt. fifth
49. P. to K. R. fifth	R. to K. third
50. R. to K. B. seventh	P. to Kt. sixth
51. P. takes P.	P. takes P.
52. B. to Q. Kt. square	K. to Kt. square
53. R. to Q. B. seventh	R. to Q. eighth
54. Kt to B. sixth (check)	K. to B. square
55. B. takes P.	P. to Kt. seventh
56. B. to K. Kt. sixth	

And White wins."]

46.	R. to K. Kt third
47. P. to K. R. fourth	P. to Q. B. fifth
48. P. to K. R. fifth	R. to K. Kt. second
49. Kt. to K. Kt. fifth	P. to Q. B. sixth
50. B. to Q. Kt. third	R. to Q. B. square
51. Kt. to K. B. seventh (check)	R. takes Kt.
52. R. takes R.	P. to Q. B. seventh
53. B. takes P.	R. takes B.
54. P. to K. R. sixth	K. to Kt. square

["With the best play on both sides, the game must terminate now as a drawn battle."]

55. R. to Kt. seventh (check)	K. to R. square
56. R. to Q. R. seventh	K. to Kt. square
57. P. to Kt. fifth	R. to Q. B. fifth
58. R. to K. Kt. seventh (check)	K. to R. square
59. R to Q. Kt. seventh	K. to Kt. square
60. R. takes Q. Kt. P.	R. to Q. R. fifth
61. R. takes P.	R. takes P.
62. R. to Q. Kt. eighth (check)	K. to B. second
63. R. to Kt. seventh (check)	K. to Kt. third
64. R. to K. Kt. seventh (check)	K. to K. R. fourth
65. K. to B. fourth	R. to K. B. seventh (check)
66. K. to K. fifth	R. to B. eighth
67. K. to K. sixth	R. to B. seventh
68. K. to K. seventh	R. to K. B. fourth
69. R. takes P.	R. takes P.
70. R. to R. eighth	R. to K. Kt. third
71. P. to R seventh	K. to R. sixth

Drawn Game.

Game XLVII.

Between Messrs. Winawére and Steinitz.

(Sicilian Opening.)

Black. (Mr. Winawére.)	*White.* (Mr. Steinitz.)
1. P. to K. fourth	P. to Q. B. fourth
2. Kt. to K. B. third	P. to K. third
3. Kt. to Q. B. third	

[" When the following is played:—

3. P. to Q. fourth	P. takes P.
4. Kt. takes P.	

it must be defended by:—

4.	Kt. to K. B. third
5. B. to Q. third	Kt. to Q. B. third
6. Kt. takes Kt.	Q. Kt. P. takes Kt.
7. Castles	P. to Q. fourth
8. P. to K. fifth	Kt. to Q. second
9. P. to K. B. fourth	P. to K. B. fourth
10. B. to K. third	Kt. to Q. B. fourth

and Mr. Anderssen has demonstrated that the second player has the better game. If at the fourth move, however, he were to move Kt. to Q. B. third, the first player would have a good game by moving 5. Kt. to Q. Kt. fifth."]

3.	Kt. to Q. B. third
4. B. to Q. Kt. fifth	K. Kt. to K second (best)
5. Castles	Kt. to K. Kt. third

[" P. to Q. R. third seems preferable."]

6. B. takes Kt.	Kt. P. takes B.
7. P. to Q. third	B. to K. second
8. Kt. to K. second	Castles
9. P. to Q. Kt. third	P. to Q. third

[" Mr. Steinitz had evidently seen a preceding game between Messrs. Winawére and Neumann, and was unwilling to encounter the difficulties resulting from the defence of the doubled Pawn when the Q.'s Pawn is advanced two steps."]

10. P. to Q. B. fourth	P. to K. B. fourth
11. P. takes P.	P. takes P.
12. Kt. to K. B. fourth	Kt. takes Kt.
13. B. takes Kt.	P. to K. Kt. fourth
14. B. to Q. B. square	P. to Kt. fifth

[" We see that these Pawns thrown forward give the Bishops more freedom than they would have had otherwise."]

15. Kt. to K. square	P. to B. fifth
16. B. to Q. Kt. second	Q. to K. square
17. Q. to Q. second	Q. to K. R. fourth
18. P. to K. B. third	P. to Kt. sixth
19. P. to K. R. third	Q. to K. Kt. third
20. Kt. to Q. B. second	B. to K. B. fourth

21. K. R. to K. square	B. to K. Kt. fourth
22. Q. R. to Q. square	Q. R. to K. square

["Would it not have been stronger to play this R. to Q. square for the purpose of advancing the Pawn?"]

23. R. takes R.	R. takes R.
24. R. to K. square	

["Mr. Winawére was right in provoking the exchange of pieces."]

24.	R. takes R. (check)
25. Kt. takes R.	Q. to K. third
26. K. to B. square	K. to B. second
27. Q. to K. second	Q. to Q. second
28. Q. to Q second	K. to Kt. third
29. Q. to K. second	P. to K. R. fourth
30. B. to Q. R. square	P. to K. R. fifth
31. Q. to Q. Kt. second	Q. to K. second
32. Q. to K. second	Q. to Q. second
33. Q. to Q. Kt. second	P. to Q. fourth
34. Q. to K. second	P. to Q. fifth
35. B. to Q. Kt. second	B. to K. second
36. B. to Q. B. square	B. to Q. third
37. B. to Q. second	K. to B. third
38. K. to Kt. square	B. to K. fourth
39. B. to Q. B. square	Q. to Q. B. square
40. K. to B. square	Q to Q. R. third
41. K. to Kt. square	Q. to Q. R. fourth
42. K. to B. square	Q. to Q. B. sixth

["By this move, Mr. Steinitz thought to win the game by force, and, on the contrary, he inevitably loses it."]

43. B. to Q. second	Q. to Kt. seventh
44. B. to Q. R. fifth	Q. takes Q. (check)
45. K. takes Q.	K. to K. second
46. Kt. to Q. B. second	K. to Q. second
47. Kt. to Q. R. third	B. to Q. third
48. Kt. to Kt. square	B. to Q. B. second
49. B. to K. square	K. to B. square
50. Kt. to Q. second	K. to Kt. second

["If B. to Q. R. fourth the adversary responds with Kt. to K. fourth."]

51. Kt. to K. fourth	K. to Kt. third
52. B. to Q. second	P. to Q. R. fourth
53. B. to Q. B. square	P. to Q. R. fifth
54. B. to Q. R. third	P. takes P.
55. B. takes P. (check)	K. to R. fourth
56. P. takes P.	B. to K. fourth
57. Kt. to Q. second	B. to K. R. second

58. Kt. to Kt. square	B. to K. B. fourth
59. Kt. to Q. R. third	B. to Q. second
60. Kt. to Q. B. second	B. to Q. B. square
61. Kt. takes Q. P.	B. takes Kt.
62. B. takes B.	K. to Kt. fifth
63. B. to K. fifth	K. takes P.
64. B. takes P.	B. to K. B. fourth
65. K. to Q. second	

And Mr. Winawêre won the game.

Game XLVIII.

Played at Bath, between Messrs. Thorold and Fedden.

(Sicilian Opening.)

Black (Mr. Thorold).	*White* (Mr. Fedden).
1. P. to K. fourth	P. to Q. B. fourth
2. P. to Q. fourth	P. takes P.
3. Kt. to K. B. third	Kt. to Q. B. third
4. Kt. takes P.	P. to K. fourth
5. Kt. to Q. Kt. fifth	P. to Q. third
6. B. to Q. B. fourth	

[Some players are of opinion that the attack obtained by sacrificing the Kt. at this point is sufficient compensation for the loss of the piece:—

6. Q. Kt. to Q. B. third	P. to Q. R. third
7. B. to K. third	P. takes Kt.
8. Kt. to Q. fifth	

Threatening B. to K. Kt. sixth, and then Kt. to Q. B. seventh (check).

6.	Kt. to K. B. third
7. Castles	P. to Q. R. third
8. K. Kt. to Q. B. third	B. to K. second
9. B. to K. third	Castles
10. Kt. to Q. second	B. to K. third
11. Q. to K. second	Q. R. to Q. B. square
12. B. to Q. Kt. third	Kt. to Q. fifth
13. B. takes Kt.	P. takes B.
14. Kt. to Q. fifth	B. takes Kt.
15. P. takes B.	P. to Q. B. fourth
16. Q. R. to K. square	R. to K. square
17. Kt. to K. fourth	Kt. takes Kt.
18. Q. takes Kt.	P. to K. R. third
19. Q. takes Q. P.	B. to B. third
20. R. takes R. (check)	Q. takes R.
21. Q. to Q. second	B. takes P.
22. R. to K. square	

[P. to Q. B. fourth, before attacking the Queen, to enable the Bishop to be played to Q. B. second, would certainly have improved Black's game.]

22.	Q. to Q. second
23. R. to K. fourth	B. to Q. B. sixth
24. Q. to K. third	P. to Q. Kt. fourth
25. R. to K. eighth (check)	K. to R. second
26. Q. to K. fourth (check)	

[Had he been enabled to check with the Bishop now at Q. B. second (see the preceding note), Black would have won easily.]

26.	P. to K. B. fourth
27. Q. to K. third	R. to Q. B. second
28. R. to K. sixth	P to Q. R. fourth
29. P. to Q. R. third	P. to Q. R. fifth
30. B. to Q. R. second	B. to K. fourth
31. P. to Q. B. fourth	

[There can be no doubt that the attack gained is well worth this Pawn.]

31.	P. takes P.
32. B. to Kt. square	Q. to K. B. second
33. P. to K. Kt. fourth	P. to K. Kt. third
34. P. to K. B. fourth	

[This baffles us. What was the objection to taking Pawn with Pawn? In that case the probable continuation—the almost inevitable continuation—is either,—

34. P. takes P.	P. takes P.
35. Q. takes K. R. P. (check)	K. to Kt. square
36. Q. to Kt. fifth (check)	K. moves
37. B. takes P., &c.,	
or 34. P. takes P.	P. to Kt. fourth
35. Q. to K. R. third	

and in either case Mr. Thorold would have had an easy-winning game.]

34.	B. to K. Kt. second
35. P. takes P.	P. takes P.
36. Q. to K. R. third	P. to Q. B. sixth
37. B. takes P. (check)	K. to Kt. square
38. B. to Q. B. second	Q. takes K. B. P.
39. R. to K. eighth (check)	B. to B. square
40. Q. to K. sixth (check)	R. to B. second
41. Q. to K. second	

[Black's attack is now exhausted, and his adversary's passed Pawn ought to win the day.]

41.	Q. to Q. fifth (check)
42. K. to R. square	Q. takes P. (check)
43. B. to K. fourth	Q. to K. Kt. fourth
44. Q. to Q. B. fourth	Q. to Q. B. eighth (check)
45. K. to Kt. second	Q. to Q. seventh (check)
46. K. to R. square	Q. to K. eighth (check)

47. K. to Kt. second	Q. to B. seventh (check)
48. K. to R. square	Q. to B. eighth (check)

[We should have paused before exchanging Queens, had we been in White's place.]

49. Q. takes Q.	R. takes Q. (check)
50. K. to Kt. second	R. to Q. R. eighth
51. K. to B. third	R. takes P.
52. R. to Q. B. eighth	K. to B. second
53. K. to B. fourth	B. to K. second
54. K. to B. fifth	R. to R. eighth
55. B. to Q. fifth (check)	K. to Kt. second
56. R. takes Q. B. P.	R. to K. B. eighth (check)
57. R. to K. B. third	R. takes R. (check)
58. B. takes R.	P. to Q. R. fifth

And ultimately Mr. Fedden won the game.

[We are inclined to doubt, however, whether, if Black played here, B. to Q. fifth, and then K. to K. sixth, White could win.]

Game LXIX.

The next two games were played in a Chess Tournament at Warsaw, in which Mr. Simon Winawére, the winner of the second prize at the Paris Tournament, last year, carried away the first prize; Mr. Klerynski, the next; Mr. Roxanski, the third; and Mr. Landau, the fourth.

Between Mr. S. Winawére and Mr. Chodorowski.

(*King's Bishop's Gambit.*)

White. (Mr. Simon Winawére.)	*Black.* (Mr. Chodorowski.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	B. to K. second
4. Kt. to K. B. third	B. to K. R. fifth (check)
5. K. to K. B. square	Kt. to K. R. third
6. P. to Q. fourth	Kt. to K. Kt. fifth
7. Q. B. takes P.	P. to K. R. fourth
8. P. to K. Kt. third	B. to K. second
9. P. to K. R. third	Kt. to K. R. third
10. Kt. to Q. B. third	P. to Q. B. third
11. K. to K. Kt. second	P. to Q. third
12. P. to Q. fifth	P. to K. R. fifth
13. P. to K. Kt. fourth	P. to Q. B. fourth
14. P. to K. Kt. fifth	Kt. to K. Kt. square

[Black, in this opening, has successfully rivaled the heroic exploit of that famous King, who marched his forces up the hill to march them down again.]

15. P. to K. fifth	P. to K. B. third

[A move made, as if on purpose, to strengthen White's already irresistible atack.]

16. P. to K. sixth	P. takes K. Kt. P.
17. Q. to Q. third	R. to K. R. third
18. B. to Kt. fifth (check)	Kt. to Q. second
19. Q. to K. B. fifth	R. to B. third
20. Q. takes P.	K. to B. square
1. K. Kt. takes R. P.	R. takes K. P.
22. P. takes R.	B. takes Q.
23. Kt. to Kt. sixth (check)	K. to K. square
24. P. takes Kt. (check)	B. takes P.
25. K. R. to K. square (check)	K. to B. second
26. Kt. to R. eighth (check)	K. to B. third
27. Q. B. takes B. (check)	

[How came Mr. Winawére to overlook the obvious mate by Kt. to Q. fifth and B. to Q. third.]

27.	K. takes B.
28. Kt. to K. B. seventh (check)	K. to R. fifth
29. Kt. takes Q.	R. takes Kt.
30. B. to Q. third	P. to Q. Kt. third
31. B. to K. fourth	Kt. to K. B. third
32. R. to K. B. square	Kt. takes B.
33. Kt. takes Kt.	

Black surrendered.

Game LXX.

Played between Mr. S. Winawére and Mr. Landau.

(*Evans-Gambit.*)

Black. (Mr. Landau.)	*White.* (Mr. Winawére.
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. P. takes P.	B. to Q. Kt. third

9. P. to Q. fifth	Kt. to Q. R. fourth
10. P. to K. fifth	

[This may not be the best way of prosecuting the attack, but it is an uncommonly troublesome one for the opponent.]

10.	Kt. takes B.
11. Q. to Q. R. fourth (check)	B. to Q. second
12. Q. takes Kt.	P. takes P.
13. Kt. takes P.	Q. to K. second

[It is difficult to decide which is the best move for Black at this crisis.]

14. Kt. takes B.	Q. takes Kt.
15. R. to K. square (check)	K. to Q. square
16. Kt. to Q. B. third	Q. to K. B. fourth
17. B. to K. third	R. to Q. B. square
18. Q. R. to Q. square	Kt. to K. B. third
19. P. to Q. sixth	

[Mr. Landau conducts the attack in this little game with remarkable vivacity, and finishes it off very brilliantly.]

19.	P. to Q. B. fourth
20. Q. takes K. B. P.	Q. to Q. second
21. Q. to Q. B fourth	R. to Q. B. third
22. B to K. Kt. fifth	Q. to K. B. fourth
23. Q. to K. B. seventh	Q. takes B.
24. P. to Q. seventh.	

And Mr. Winawére resigned.

Game LXXI.

Between Count Henry Lubiénski and Count Xavier Lubiénski.

(K.'s Bishop's Opening.)

Black. (Count Henry Lubiénski.)	*White.* (Count Xavier Lubiénski.)
1. P. to K. fourth	P. to K. fourth
2. B. to Q. B. fourth	Kt. to K. B. third
3. P. to Q. third	B. to Q. B. fourth
4. B. to K. Kt. fifth	P. to Q. B. third
5. Kt. to Q. B. third	P. to Q. Kt. fourth
6. B. to Q. Kt. third	P. to Q. R. fourth
7. P. to Q. R. fourth	P. to Q. Kt. fifth
8. Q. Kt. to K. second	B. takes P. (check)
9. K. to Q. second.	

[Seeing, too late, that taking the Bishop would be followed on the adversary's side by Kt. to Kt. fifth (check) and Q. takes Bishop, but not seeing that the result is much the same now.]

9.	Kt. takes P. (check)
10. P. takes Kt.	Q. takes B. (check)
11. K. to Q. third	Q. to K. sixth (check)
12. K. to Q. B. fourth	B. to Q. R. third

Mate.

Correspondence.

RAPID BAY, SOUTH AUSTRALIA,
May, 1868.

TO THE EDITORS OF "THE CHESS WORLD."

DEAR SIRS,—I notice that Mr. Pavitt has referred to my last letter to you in his communication to you (page 421, Vol. III), and promises a few remarks in your next issue. They do not appear, however, in your March number, and as I do not think it possible to assail the proofs I gave in my letter in your publication of January, 1868, that Mr. Pavitt's suggestion (in answer to my defence in the Mortimer attack) is unsound, I conclude that he will not revert to the subject, and will therefore simply give the *result*, which of course is all that Chess-players care for. I have much respect for Mr. Pavitt, both for his excellent problems, and his suggestions on my defence; for, as the proposer of a new defence in a difficult attack, I certainly have felt obliged to those who have "argued the point," and I trust, in conclusion, that Mr. Pavitt feels no annoyance because I have maintained my own views and answered his objection, as I believe, fully.

The result, then, of my examination of the Mortimer attack is, that I still hold to the views I have proposed in your issue of April, 1867, page 53, and that I think the move I suggest, of 22. B. to Q. B. sixth is calculated to give the second player as good, if not a better game than the attacking player. I believe the best method of continuing the attack to be 23. Q. Kt. takes B., and certainly not 23. B. to K. R. sixth (Mr. Pavitt's move), which, as proved in my communication to you of January last, is pretty sure to lose the game for the first player.

I remain, dear Sirs,

Yours truly,

EDWARD J. CATLOW.

I have been playing several games lately, by correspondence, to test the value of the defence of the *Muzio* I suggested in the CHESS WORLD, of February, 1867. I hand you two as a specimen. In the Game No. 1, I moved contrary to my expressed opinion of the best move, by way of experiment, and, as expected, lost the game; the other—continued from move 16, page 374, Vol. II—I won.

White. (Mr. H. Charlick.)	*Black.* (Mr. Catlow.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. Kt. to K. B. third	P. to K. Kt. fourth
4. B. to Q. B. fourth	P. to K. Kt. fifth
5. Castles	P. takes Kt.
6. Q. takes P.	Q. to K. B. third
7. P. to K. fifth	Q. takes P.
8. P. to Q. third	B. to K. R. third
9. Kt. to Q. B. third	Kt. to Q. B. third
10. B. to Q. second	K. Kt. to K. second
11. Q. R. to K. square	Q. to Q. B. fourth (check)
12. K. to K. R. square	Kt. to Q. fifth
13. Q. to K. R. third	P. to Q. fourth
14. Q. to K. R. fifth	B. to K. third
15. Kt. takes Q. P.	B. takes Kt. (bad)
16. B. takes B.	Q. to Q. third
17. B. takes K. B. P. (check)	K. to Q. second
18. P. to Q B. third	Q. Kt. to K. B. fourth
19. B. to K. sixth (check)	K. to Q. square
20. B. takes Kt.	P. to K. B. sixth
21. B. takes B.	Kt. takes B.
22. B. checks	K. to Q. B. square
23. Q. takes B. P.	Kt. to K. Kt. second
24. Q. to K. Kt. fourth (check)	K. to Q. Kt. square
25. B. to K. B. fourth	

And after a few more moves Black resigned.

GAME II.

White. (Mr. H. Charlick)	*Black.* (Mr. Catlow.)
1 to 14. Same	Same
15. Kt. takes Q. P.	Kt. takes Kt.
16. B. takes Kt.	Castles (K. R.)

[So far, the moves accord with the published defence.]

17. R. to K. fifth	Kt. to K. B. fourth
18. B. takes K. B. P.	B. takes B.
19. R. takes B.	Q. takes Q. B. P.
20. Q. to K. Kt. fifth (check)	Kt. to K. Kt. second
21. P. to K. R. fourth	Q. takes Q. Kt. P.
22. R. to K. B. sixth	B. takes B.
23. R. takes B.	Q. R. to K. square
24. P. to K. R. fifth	K. to K. R. square
25. P. to K. R. sixth	R. to K. Kt. square
26. R. takes K. B. P.	Kt. to K. R. fourth

And White resigned.

P.S.—Mr. Charlick has requested me to play a few games by correspondence to test the Mortimer Defence more thoroughly, including Mr. Pavitt's Attack, and we have commenced four games. I shall be happy to let you know the result.

THE BRITISH CHESS ASSOCIATION.

To the Editors of "The Chess World."

Gentlemen,—Some months ago I invited the attention of Chessplayers, through the medium of your excellent magazine, to a series of scandalous blunders in the adjudication of certain Problem prizes. Unfortunately the men who had the charge of that tourney are invested, or have invested themselves, with the management of the only Chess organization we have that pretends to be national, the British Chess Association. What then, it may and should be asked, are the aims of that Association, and by what means and with what success does it prosecute them? Occupying the ground, and by its existence excluding others, does it discharge the functions of an English institution? Were the disgraceful proceedings in the Problem Tourney characteristic or exceptional? Does it deserve the support or the reprobation of British players? These are questions of paramount importance. The Committee's Annual Report has just been issued, the Annual General Meeting has been held; and the present seems, therefore, a fitting occasion for submitting information which may aid your readers in determining how the questions should be answered.

From the time of the London Congress in 1862 (which was not so very great a success as it was held out to be) down to 1866, the Committee of the

Association did next to nothing. They published a book, it is true, a chronicle of their doughty deeds, and (subordinately) an exposition of the policy which such an institution should pursue; but which, for no better reason than that "it has of late become a matter of great difficulty to put the machinery in motion," they for four long years ignored. Two years ago the Association was "placed on a permanent basis, with its constitution defined, and a line of action clearly marked out," and now we have the Committee's own account of what they have accomplished during their term of office. In 1866 a meeting was held in London, and last year there was a meeting at Dundee. The principal feature of the London Meeting was "the institution of a Grand Challenge Cup as the guerdon of British championship in Chess." The Managing Committee would seem to have been not so much shamed as frightened into this concession (such as it is) to the reasonable demand that the British Chess Association should do something for British Chess. A "Grand Tournament" could not be got up, but there was a "Handicap Tourney," a kind of contest that can never be very satisfactory; for, beyond the limits of a coterie, where every one knows the play of every one else, how is fair handicapping possible? There was also a Problem Tourney, conducted I have told how, and there was a banquet. The Meeting at Dundee was a good one, but would certainly have been better if the Association had had nothing to do with it, or, I should rather say, if it had had nothing to do with the Association. The success of the meeting is to be credited solely to the local club, acting under the energetic leadership of Mr. G. B. Fraser.

Financially, the Association is in a very languishing state. The annual subscriptions amounted last year to £76 18s. This was increased by special donations to £114 8s., the Dundee Chess Club contributing and collecting nearly the same sum. The Manager, for services, the precise nature of which is unknown to me, draws about one third of the amount of the annual subscriptions as salary. To the advancement of Chess is devoted the sum of £40, and to management, £45 5s. 6d. A Book of Transactions was promised, also a Chess Directory; but the first has been senselessly planned on a scale beyond the Committee's means, and neither is forthcoming. One obvious method of increasing their funds does not seem to suggest irself to the Committee: I mean the exacting of subscriptions from their fellows in office, the members of the General Committee of the Association. I fear that Committee is a sham, an array of names published for the purpose of obtaining subscriptions. About one-half (24 out of 50) do not subscribe, *and are therefore not even members of the Association.* Is it with the consent of Messrs. Barnes, Boden, Owen, Staunton, &c., that the Managing Committee make use of their names? One reason of the decrease of subscriptions is, there can be no doubt, the little countenance given to British Chess. Six years ago the

income exceeded £800. Of this upwards of £400 was paid to foreigners in a single year, at least twice the sum paid to native amateurs. The decline from £800 to one-seventh of that sum indicates a healthy state of public feeling; for an institution that makes "How not to do it," so persistently its study, does not deserve public support.

The information I have been able to obtain regarding the Annual General Meeting is extremely meagre. By the Resolutions of 1866, a "Congress" has to be held in London this year, and at the General Meeting the Congress was appointed to commence on the 23rd November. Beyond this nothing appears to have been done, except that another person, besides Mr. G. W. Medley, has been authorised to write "Hon. Sec." after his signature. Nothing else has been reported by the new Hon. Sec., and the necessity or expediency of what has been done is not apparent. It is little that the Managing Committee have been doing, and it appears they mean to do less than ever. They have a Manager at £25 a year; what can be the use, then, of a couple of Hon. Secs.?

The newly-appointed Secretary, we are told, is "F. H. Deacon, Esq." Any advantage that may result from the appointment will be Mr. Deacon's, rather than the Association's. I have been looking over a number of circulars issued in the name of the British Chess Association during the last six years, and I do not find the name "Deacon" in any Committee List, or even in any List of Subscribers. He has, however, had a sneaking connection with the Association before. When the Problem Committee of 1862 had made a mess of it, he was called in as a fit and proper person to assist in rectifying (? justifying) the Committee's awards. Neither he nor they were deterred by the consideration that he was a competitor; and he may have brought his problems under the favorable notice of his associates; for, though his set was unnoticed in the original award, he, after his and the Committee's joint deliberations, is described as deserving commendation. I remember, too, that when the Chess Code of 1862 was criticised unfavorably, Mr. Deacon stepped forth with great confidence as its defender. But the authors of the code disowned their self-elected champion; and, though Mr. Deacon nailed the flag "No surrender" to the mast, they acted on the recommendation of their censors.

He is memorable also on another account. In 1859 he caused two games to be published, which he alleged he had played with Mr. Morphy. The American emphatically denied that he had ever played with Mr. Deacon at all, and asserted that the games were "simply forgeries." I understand that nobody that has played with Mr. Deacon is likely to forget him, and Morphy had an extraordinary power of recollecting trains of play; so, if he was beaten by Mr. Deacon, it is impossible that he could have forgotten either the fact or the game. What could be his object, then, in making such a charge against Mr. Deacon? Either one or other of these gentlemen must have been

guilty of offensive and aggravated untruth. If Mr. Deacon is innocent (as it is to be hoped he is, were it only because the charge brought against him is the graver of the two), the defence he adopted was ill-advised. I know of nothing beyond his *ipse dixit* (see *Illustrated London News*, March 30th, 1861), save the assertion of a friend that he would have borne evidence had not the charge been so flagrant. Why did not Mr. Deacon hand about among his friends the game he won of Morphy at the time it was played? or, if he did, why did he not adduce their testimony? For the honor of British Chess, Mr. Morphy's charge, if untrue, ought to have been rebutted by indisputable evidence, and until it is, and Mr. Deacon stands clearly exonerated in the matter, I doubt the wisdom of his friends in allowing him to accept the Secretaryship of the British Chess Association.

It is only just to add, that Mr. Deacon has composed some creditable problems, and played many good games. Those of the latter which have been published are generally very copiously annotated, and the friend that writes the notes for him often praises him lavishly. I have dwelt long enough on him. His accession is less likely to strengthen the moribund British Chess Association than to accelerate its fall, and the ill-wishers to this institution may therefore not be sorry for the appointment. I remain, gentlemen, your obedient servant,

TALUS.

Chess Gossip.

ADELAIDE CHESS TOURNAMENT.—We are enabled to supplement the information regarding this Tourney which appeared in our last, by stating that the players who entered were 26, and that up to May 9th, the date of our latest intelligence, the total number of games contested amounted to 135, the scores up to that date being as follows:—

	Won.	Lost.
FIRST CLASS.		
H. Charlick	20	0
W. J. Fullarton	3	1
J. Mann	13	3
W. D. Scott	11	3
F. S. Sison	2	6
R. M. Steele	15	4
H. J. Thwaites	7	10
SECOND CLASS.		
F. R. Burton	0	2
W. Burton	12	2
A. L. Fullarton	6	10
J. C. Hansen	1	8
D. Mahncke	9	8
A. McLeod	2	8
D. G. Webb	2	2
THIRD CLASS.		
W. Ey	1	10
W. Finniss	0	5
J. Hodgkiss	0	4
FOURTH CLASS.		
W. A. Cawthorne	2	9
H. L. Durieu	0	5
A. Gaedechens	10	5
J. Macgeorge	4	6
A. Sommers	2	10
O. Ziegler	8	7

CHESS WORLD PROBLEM TOURNEY.—Particulars of the renewal of this competition will be given in our next, and the names of the examiners and adjudicators will be published. Meantime, intending competitors can learn any particulars by applying to Mr. W. S. Pavitt, Rettendon, Chelmsford.

GREAT CHESS MEETING AT YORK.—A gathering of the Yorkshire Chess Amateurs and their friends is appointed for the week beginning Monday, August 3rd, to be held at the De Grey Rooms, York. On this occasion, in addition to a number of prizes to be competed for by players of the first, second, and third class of strength, there will be a challenge cup or prize, probable value £50, guaranteed value £40, to become the property of the person who first twice wins the society's £10 prize. Competitors must pay an entrance fee of £1 1s. in addition to their subscription of 10s. 6d. as members. There will also be offered a challenge cup or prize, probable value from £25 to £30, to become the property of the person who first twice wins the Society's £5 prize. Finally, a problem prize, value £10, but subject to diminution in case of there being less than twenty entries, the entrance fee being 5s. A programme with full particulars of the proposed assembly may be had on application to A. Ball, Esq., the Hon. Secretary, St. Leonard's York.

CHESS TOURNAMENT AT WARSAW.—In another part of our present number will be found a couple of games played in a Handicap Tourney, recently finished at Warsaw. Through the politeness of Mr. L. Roguski and other members of the Committee, we are in possession of several more games contested in this very interesting competition, the best of which will be given in our next. The Tournament appears to have been organised by Mr. S. Winawére, who, it will be remembered, gained the second prize in the Great Paris Congress last year. Nineteen combatants entered the lists, and in all, about three hundred games were played. At the end, the first prize was awarded to Mr. Simon Winawére, the second to Mr. Klerynski, the third to Mr. Roxanski, and the fourth to Mr. Landau.

Solutions of Problems

IN THE JUNE NUMBER.

No. XIII.

White.	*Black.*
1. R. to Q. B. second	Any move
2. R. B. or P. mates.	

No. XIV.

1. R. to K. R. fourth (dis. check)	B. to Kt. second (best)
2. R. to K. R. eighth	Any move
3. Q. or R. mates.	

No. XV.

1. Kt. to Q. R. fourth	P. takes Kt.

[If Black make any other defence White's course is obvious.]

2. Q. to Q. Kt. square	R. to Q. Kt. fourth
3. Q. to K. R. square	Any move
4. R. discovers checkmate.	

No. XVI.

1. Kt. takes P.	P. to Q. fourth (or A.)
2. Q. to Q. Kt. fourth	P. to K. third (best)
3. Kt. to K. eighth	P. takes P. (best)
5. Q. to Q. Kt. fifth, mate.	

(A.)

1.	K. to K. B. third
2. P. to K. fifth (check)	P. takes P. (best)
3. Q. to K. R. fourth (check)	K. to K. B. second
4. Q. to K. B. second, mate.	

XVII.

1. K. to K. B. seventh	B. to K. Kt. sixth (or A.)
2. R. to K. Kt. fifth	K. takes Kt.
3. R. to Q. sixth	K. to K. Kt. fourth
4. R. to Q. fifth (check), and mate next move.	

(A.)

1.	B. to K. Kt. eighth
2. R. takes B.	K. takes Kt.
3. R. to Q. square	K. to K. Kt. fourth
4. R. to K. R. square, and mate next move.	

XVIII.

1. Kt. to K. Kt. sixth (check)	K. to R. second
2. R. takes B.	Kt. takes R.

[If Black play K. takes Kt., White answers with 3. R. to K. Kt. fifth (check), &c.]

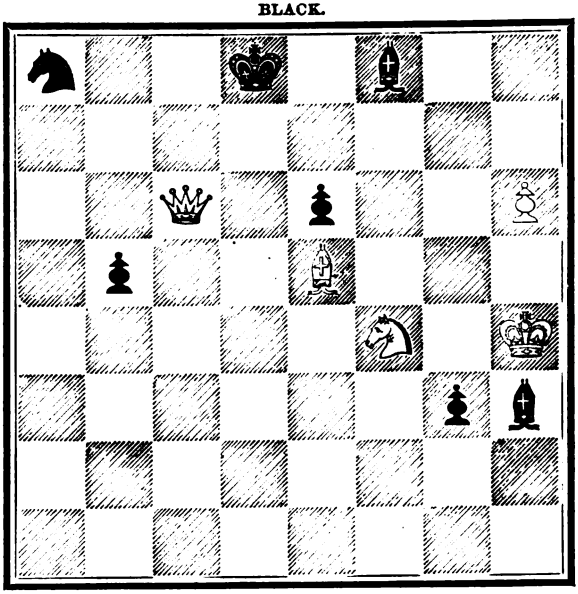
3. Q. takes Kt. (check)	K. takes Q.

[Here, if Black take the Kt., White plays Q. to K. sixth (check), &c.]

4. Kt. to K. seventh (check)	K. moves
5. R. mates.	

Problem XXVII.—By Mr. W. S. Pavitt.

BLACK.

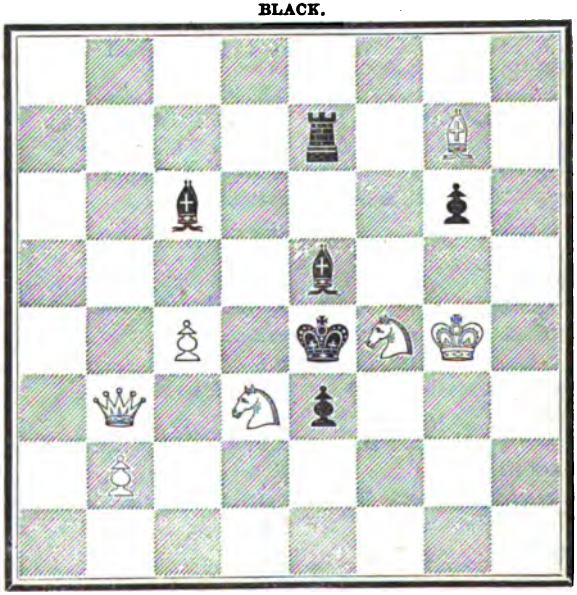


WHITE.

White to play and mate in three moves.

Problem XXVIII.—By Mr. W. S. Pavitt.

BLACK.



WHITE.

White to play and mate in three moves.

Problem XXIX.—By Mr. S. Loyd.

(La Stratégie.)

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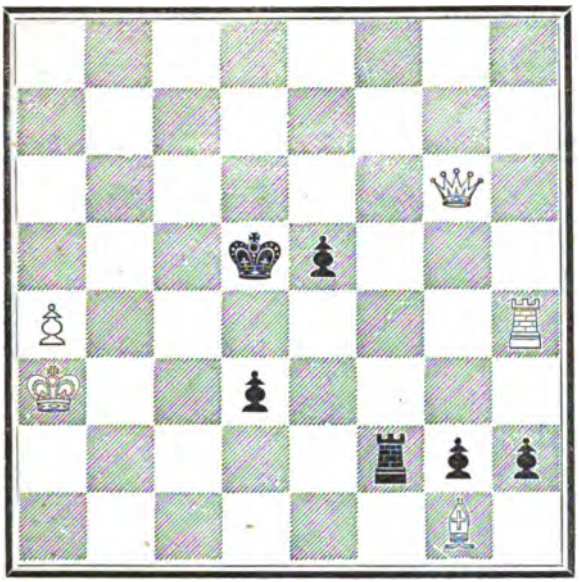

WHITE.

White to play and mate in four moves.

Problem XXX.—By Mr. L. v. Bilow.

This and the next Stratagem were competing Problems in the British Tourney.

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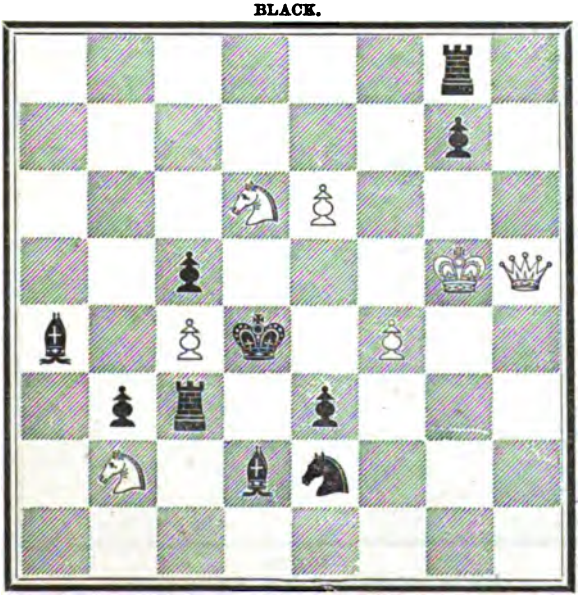

WHITE.

White to play and mate in four moves.

Problem XXXI.—By Mr. L. KÄRNER.

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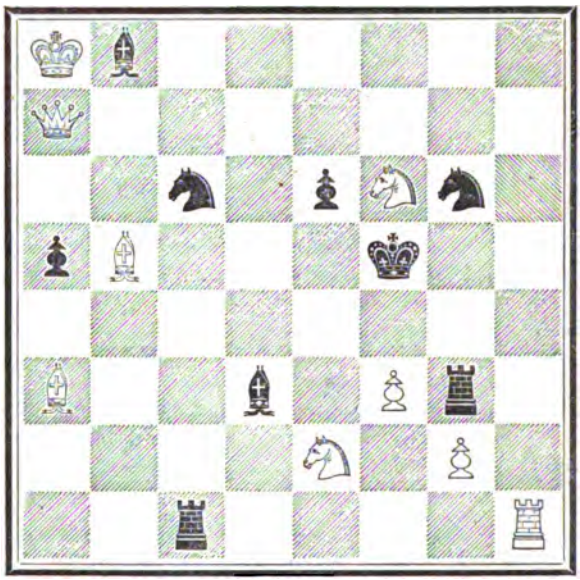

WHITE.

White to play and mate in four moves.

Problem XXXII.—By "ST. JUST," of Adelaide, South Australia.

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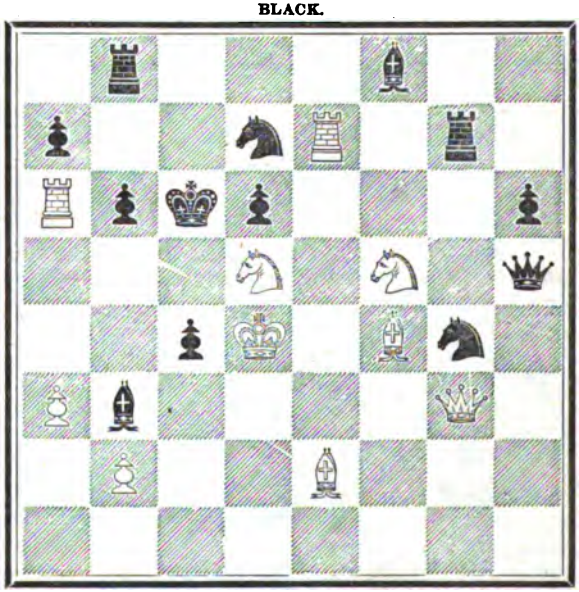


WHITE.

White to play and mate in five moves.

The Chess World.

THE CHESS PLAYER.

THE reader's imagination will have no difficulty in picturing two individuals seated at a small table. Let him suppose these persons to be two of the lights of the age; one, perhaps, is a dignitary of the Church, renowned for his extensive erudition: the name of the other stands high in the ranks of science. Their powerful minds—which daily pour forth important suggestions respecting the spiritual and material welfare of mankind—are absorbed in silent and intense reflection. Their eyes are fixed. "On what?" you will ask. "Are they watching the results of a chemical experiment, or endeavouring to decipher a Greek Manuscript of St. Augustine?" By no means; the table to which all their faculties seem rivited, is curiously inlaid with alternate squares of white and black wood, upon several of which stand upright toys, bearing some resemblance to children's skittles, only they have a greater variety of shapes, and are more elaborately carved. "Surely," you continue, "these intellectual magnates cannot be solely occupied by such frivolous objects?" We will see. The Philosopher has, you perceive, with a trembling hand shifted the tallest of the pieces of ivory from one square to the next—a simple act, which you or I would perform without experiencing the slightest emotion, or expecting it to cause any excitement in the breast of another. But mark its consequences upon the Archdeacon! With lips compressed, and brows closely knitted, he leans both arms upon the table edge, and, bending his head, increases the intensity of his gaze upon the playthings. His eyes—heavy with their load of thought—move with slow deliberation from square to square, from the white pieces of ivory to those so prettily dyed red. Suddenly his visage is lighted up with a fine idea; he moves his hand as if to clutch one of the toys; yet, ere his fingers close upon it, a second, and, perhaps, a better thought arrests them. His arm now remains in mid-air, and lo! another ray of genius flashes into his mind; he seizes a figure; he moves it, and utters a strange syllable which sounds something like "Check!" Upon this the Philosopher completely forfeits his character as such, by assuming a fierce look of surprise and disappointment; and, under the influence of those feelings, he unwisely, and without due consideration, changes the situation of his tall image. His grasp is scarcely relaxed from it,

before the Archdeacon makes another transposition of one of his own playthings, and exclaims; in a tone of extreme exultation, "Mate!" The over-excited individuals immediately rise from the table; and, as stage-duellists wipe their rapiers after a fatal thrust, so does the Archdeacon remove, with his handkerchief, the copious exudations which are escaping from under his wig. The absorbing question, discussed upon the chequered table by the aid of those elegant specimens of carving, is evidently solved; in a manner, too, not at all pleasing to the Philosopher, who is trying all his might *not* to lose his temper. The Churchman, on the contrary, is so delighted, that he hums a tune of much too lively a measure to be found in any collection of psalmody. These outbreaks of temper and merriment somewhat puzzle you. Aware of their surpassing intellectual powers, you would have thought that no greater amount of wisdom and acumen than they had just appeared to exhibit, would be requisite for discovering the longitude or the Philosopher's stone. Nor would you, perhaps, have thought altogether erroneously. Still, all that deep consideration—that concentration of the brightest faculties—those complicated processes of reasoning—were equally necessary for the Archdeacon to win, and for the Philosopher to lose—a game of Chess!

As a mere looker-on, and knowing nothing whatever of the game, the only rational conjecture by which yon can account for the excitement and mental exertion displayed by the divine and his antagonist, is, that, toy-like as are its implements, Chess must be a very complicated affair. This, in point of fact, is the truth. The table or board, you may perceive, is divided into sixty-four sections, upon which thirty-two pieces or "men" are to be moved; multiply sixty-four by each of the progressive numbers contained in thirty-two, add up the results, and even that product, large as it is, will give you but the faintest notion of the number of combinations the game is susceptible of: moreover, each sort of man has a move peculiar to itself. Then, as the game advances, the pieces diminish in number: all which tends to make the combinations actually numberless; insomuch that no two games were ever ascertained to be alike. This I mention, that you may entertain no unfavourable impression regarding my two excellent friends; for, peurile as their motions may have appeared to your ignorance of Chess, let the cloth of the one and the scientific eminence of the other guarantee that they are none of those children of larger growth who are—

"Pleased with a rattle, tickled with a straw."

The difficulties of the game, let me tell you, make it a science as well as an amusement.

Besides all this, the game of Chess is rendered respectable by the great men who have been its votaries from the earliest periods of antiquity. There now lies before me a print copied from one of the tombs of Thebes, in which King

Rameses III. is in the very pith and marrow of a game of Chess.* His Majesty is evidently getting the best of it; and, although that particular game must have been played somewhere about three thousand five hundred years ago, yet so cleverly has the sculptor wrought, that I can detect the same sort of exulting smile upon the Egyptian monarch's face while lifting his "man" to give checkmate, as that we have just noticed upon the countenance of the Archdeacon under similar circumstances. To enumerate all the sovereigns, warriors, sages, and heroes, who have played at, and consequently ennobled Chess, from the times of the Pharaohs down to the present, would not be amusing; so, patient reader, I shall let you off with Rameses as a specimen of the ancient, and (oh, heavy declension!) with some notices of an esteemed living friend as illustrative of the modern Chess-player.

So completely identified is Mr. Mortimer Mason with the game, and so intense has been his application to it, that a close observer may detect "Chess-player" written in capital letters upon his countenance. He has a broad forehead made slightly bald at the crest from a habit of thrusting his hand into his front hair while in the throes of a difficult position. His eyes, though penetrating, have a thoughtful expression; his mouth is usually closed; the tight compression of the under lip indicating great firmness and energy of purpose when once his mind is made up as to the move he will make. I shall never forget my introduction to him. It took place at the house of a country friend, whither we had gone under pretence of shooting. After dinner, he challenged me to the Chess-board, and we sat down at seven o'clock. As Hector and Achilles are described by old Homer to have commenced their fight with more caution than energy, so did we—dreading, though unconscious of, each other's power—make our first moves with slow and painful deliberation. By half-past eight my adversary forced an exchange of Bishops—a desperate measure, indicating that his courage was rising. At nine, affairs looked more serious, and vain was our hostess's interference to effect a truce by sending to announce tea. The fight was continued with equal determination on both sides till ten; and by half-past eleven—when a servant brought us sandwiches—only two Pawns and a Knight, from each side, besides the Bishops, had been dragged from the field. Up to this time our host—himself an enthusiast—looked on; but at midnight, a summons not to be slighted withdrew him from the scene of action; though not till he ordered his servant to inform him of the progress of the game during the night, and of its final fate. About two o'clock the next morning Mason saw an opportunity of gaining a strong position, by throwing away a Rook; and the servant retired to knock up his master, and inform him that "the White Castle was taken."

* See Wilkinson's "Manners and Customs of the Ancient Egyptians," plate 295.

My counter-move struck terror into the enemy's ranks; it was an unexpected manœuvre, one of those happy flashes of genius that sometimes dart unbidden into the mind. *I*, too, sacrificed my Rook, so as to obtain those advantages of position my antagonist coveted. But, in the end, Mason was too much for me. We fought on till four; exhaustion was stealing over us; and seeing that my opponent's skill was in reality greater than mine, I seized an opportunity of exchanging the last two fighting pieces left upon the board. Convinced that I could never win the game, I took care not to lose it; and at a quarter to five, John had the pleasure of announcing to his sleeping master that "it was a drawn game!" From that memorable morning Mason and I have been fast friends, notwithstanding that when we encounter he seldom fails to beat me. During these frequent meetings I have managed to draw from him some particulars concerning his history, which, as he is a type of a large class, will perhaps be found interesting.

One wet afternoon, whilst on a visit to a college friend in the mountains of Wales, Mason learnt the moves; and, from that period, Chess may be designated the motive power of his existence. He was in a state of perplexing doubt as to the choice of a profession. Having a competency for the necessities of a respectable subsistence, he first thought of the army, then of the bar, but finally made up his mind in favour of the church, and actually went down to Wales to observe how his friend lived, so as to judge how he would like the kind of life himself. A dozen games at Chess, however, decided him against the learned or the military professions; from that time he became simply a CHESS-PLAYER. His habits and motions are governed by his favourite game: were he a Knight or a Bishop, he could not more completely belong to it; for whatever may be the point in discussion in any company, the name of Mason, incidentally mentioned, is certain to change the subject to Chess-playing. Whenever he visits, not the friend himself, but his Chess apparatus is the attraction; whenever he travels, Chess is the cause of his journey. In London he is well known at every coffee-house where the game is respectably played, from his frequent patronage and presence. He visits them in regular rotation every season, and when he has used them quite up, commences his annual provincial tour. After Oxford and Cambridge he proceeds to the north; and so great is his skill, that his journey may be said to be one triumph till he gets to Edinburgh. There he is but too delighted to find his match—an advocate, belonging to the Chess Club of the Modern Athens, being strong enough to give him first move. From Edinburgh, Mason starts for Paris, to make a tour of the Chess-playing *cafés*. He then returns to open the London campaign; and thus has he passed year after year during the last quarter of a century. If you drop in at any of the cigar divans, literary institutions, or coffee-houses, during the London season, you will—provided you select the

right evenings—meet Mr. Mason. He has his nights also for the various literary and mechanics' institutions, of all which he has been elected an honorary member from his eminence in the Chess world, of which their subscribers form no inconsiderable proportion. At his entrance many of the games in progress will be stopped, and he will most likely be pointed out to the country cousins present as the "lion" of the room. Should he condescend to play, many a table will be deserted by ambitious imitators of his style. His favourite rendezvous is Kilpack's in Covent Garden—famed amongst artists, actors, and authors, as the cosiest of Chess rooms. Call there on the proper evening, and you will see at the end of the room a group of lookers-on, shrouded in anxious silence, while standing round a Chess-table. In the midst of them you will perceive our friend Mason seated opposite to his favourite antagonist, a gentleman whose grave deportment receives additional solemnity from a pair of silver spectacles. On Mason's countenance sits the calmness of an assured victor, whilst his opponent occasionally breaks out into a state of perspiring perplexity. So complete is the absorption of the players, that nothing short of an earthquake would be likely to disturb them. Indeed, Mason once withstood a test which would with other men be hardly less effective. One night his lawyer, who always knew where to find him, hastened into the divan to acquaint him with some good news. The spectacled antagonist had fortified his King so strongly, that our friend could by no stratagem weaken its position; but at the moment of the attorney's entrance, a chance of surprising the enemy's camp by a grand *coup de main* offered itself. The lawyer rushed into the midst of the group at this ticklish point, saying, "Mr. Mason, I have news from India!" "Indeed!" he answered, moving his Bishop. "Yes, sir. Your uncle, the major, is no more!" "Ha, ha!" he exclaimed to his opponent, shutting out each faculty from everything but the game; "you *must* take it, you perceive!" The antagonist made the capture. "Good!" he rejoined; and while moving his Knight, the lawyer informed him that seven hundred a-year was, by the death of his uncle, added to his income. He was deaf to the charming intelligence, for, at the moment it was uttered, he had earned the delightful privilege of exclaiming "Checkmate!" Then turning to the attorney, he said in a careless tone, "I beg your pardon, Nibbs; but you were remarking——?" The information was repeated, and Mason, after paying a short but affectionate tribute to the major's memory, coolly asked his adversary if he would have another game? This *sang-froid* upon an occasion which would have caused in other breasts the most lively emotions, is only to be equalled by Dr. Robertson's story of an ancestor of his Royal Highness Prince Albert. John Frederic, Elector of Saxony, having been taken prisoner by the Emperor Charles V., was one day amusing himself at Chess with Ernest of Brunswick, when a messenger came to inform

him that his enemy had condemned him to death. In spite of the sad intelligence, the elector played on with such spirit and ingenuity that he won the game.

Though now possessed of a good income, Mason is still a bachelor. Not having found a fitting match at Chess, he has never made much progress in courtship. He had however, one affair of the heart with a well-known lady-player in the North. Matters went on for some time with great likelihood of a matrimonial termination; but Mason's love of Chess proved too strong for his love of the lady; he beat her nearly every game, and she naturally jilted him. There is a French proverb which says, "If you would win a damsel's heart, always lose to her at Chess." This is probably founded on an anecdote concerning Count Ferrand of Flanders, whose wife conceived so mortal a hatred to him from their misunderstandings over the Chess-board, that when he was taken prisoner at the battle of Bovines, she suffered him to remain in durance a long time, though she might have easily procured his release. It would seem to be the fate of Chess-players, in all ages, to be ill-requited lovers. Mason, like many more of his class, revenges himself by a touch of depreciation of the whole sex: he is ungallant enough to say that the reason why so few women play well, is the unbroken silence which Chess imposes.

My enthusiastic friend's character would not have been complete had he failed to write on the subject of Chess This, however, he has done, and in a manner quite worthy of himself. His work is historical, its main object being to reform the nomenclature of the pieces. The origin of the game is decidedly oriental, and the power of the fair sex being extremely limited in the East, it is, he argues, manifestly absurd to call the most powerful actor in the whole collection a "Queen." The truth is, that the orientals call this piece the general or grand vizier, Fersana. "And why," inquires our author, "may we not unsex the Queen, and call her, with more propriety, the premier?" Again, what have Bishops to do with so warlike a game? Evidently nothing; for they have been barbarously substituted for the elephant, *fil*, which the French have corrupted to *fol*, and ourselves to Bishop. Against the Castle, Mason's paper warfare is not so strongly directed, because the Persian word *roch* (from which we get *rook*) means a war-chariot, in which a miniature Castle might stand. With Knights he is contented; and states the Pawns to be correctly derived from *pions* (Persian *piade*), "footmen," or infantry, which they may be truly considered. His concluding remarks consist of what I cannot help thinking a judicious lamentation over the exclusiveness of the game to the middle and higher classes of society. "The humble and intelligent artisan," he writes, "would find much more amusement in Chess than in the expensive revelries of the tap-room, or in the beer-accompanying pleasures of skittles. It is a great mistake to suppose that the intricacy of Chess is a bar to the humblest capacity

acquiring its theory. The moves may be learnt in one or at most two lessons, and when once learnt, are never forgotten. This is all which is required; because the tyro—provided he play with a person as unskilled as himself—feels as deep an interest in his games as the best imaginable players. The expense of a board and men is trifling; to ingenious persons nothing, for they are easily made." Mr. Mason concludes his benevolent remarks with proposals for establishing a sort of Chess mission for the furtherance and dissemination of the "most philosophical of all games." He has also mentioned to me, in confidence, that he intends to leave behind him endowments for all the Universities of Great Britain, sufficient to found chairs (and of course tables too) for Chess professorships. Long, however, may it be ere his last will and testament becomes effective! Long may the grim winner of that most chequered of all games—the game of life—withhold his final move from Mr. Mortimer Mason! *The Chess Players' Chronicle*, 1843.

PROBLEM ODDITIES.

ONE evening, my uncle Gregory unrolled a bundle of Chess manuscripts which had been given him by a Latin monk of Jerusalem. They were on strips of parchment, of various sizes and colors, and were written, he said, in a sort of barbarous Latin interlarded with Græcisms and often disfigured with Armenian and Hebrew idioms. From their appearance they might have been three or four hundred years old. Many were evidently translated from the Arabic and Persian and all of them related to Asiatic Chess. I cannot repeat here the learned disquisition of which my Uncle made them the text. But I will give a few of them as he rendered them into English for our gratification, premising that I have somewhat altered the positions in order to make them conform to our method of playing the game.

I.

Arrange your white pieces and pawns, O lovers of the gentle art of chess, in battle array, as at the commencement of a game. Then tell me on what square the black monarch shall be placed in order to enable the player of the white forces to mate in three moves.

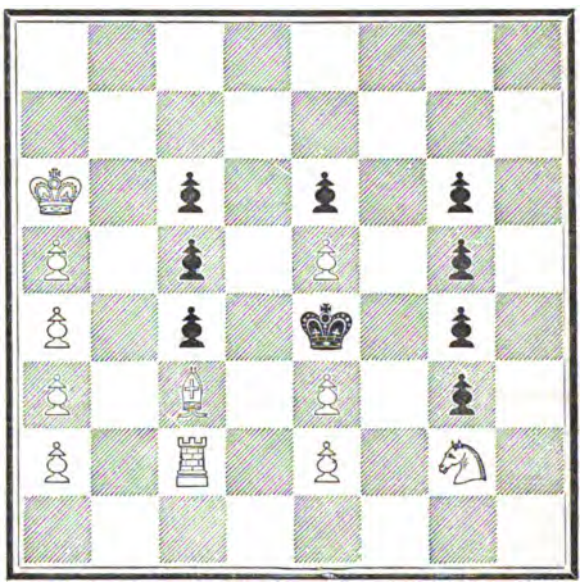
II.

Not far from the banks of the deep-flowing Indus, overshadowed by the cloud-reaching mountains of Northern Hindostan, stand four time-worn pillars

of marble. They mark the burial-place of the inventor of Chess. His disciples, to honor his memory and to express their gratitude, erected this monument styled

THE FOUR COLUMNS OF SISSA.

BLACK.



WHITE.

White to play and mate in four moves.

III.

The hidden meaning of these cabalistic lines was first found out by me, El-Zuli, the Arabian ; they were carved, by a cunning hand, on the back of an ancient Chess-board, which had been preserved for many generations in a family of the great city of Bagdad.

YT 2 4S M8 IN 4.

IV.

Baldwin, King of Jerusalem, was expelled from his dominions by means of a rebellion fomented by the arch-enemy of mankind and the church. In these straits he took refuge in a hermit's cave where he beguiled the time by playing Chess; here the evil one appeared on a certain day and tempted the fugitive monarch to stake his soul against the restoration of his throne on the chances of a single game. In this trial of skill the King was soon worsted and the awful mate was approaching when the hermit entered. Divining at a glance his critical situation the worthy man of God counselled him to play his King to its fifth square; he followed the advice of his ghostly monitor, although without comprehending how he should avoid the consequent mate in four moves. The tempter immediately vanished and, with wonder, Baldwin observed that the figures on the chess-board had assumed the form of a cross. At that moment intelligence arrived that the rebellion was at an end, and that the deposed lord of the Holy City was invited to reascend his throne in peace. This position has ever since been known as the Cross and the Crown or

CRUX ET CORONA.

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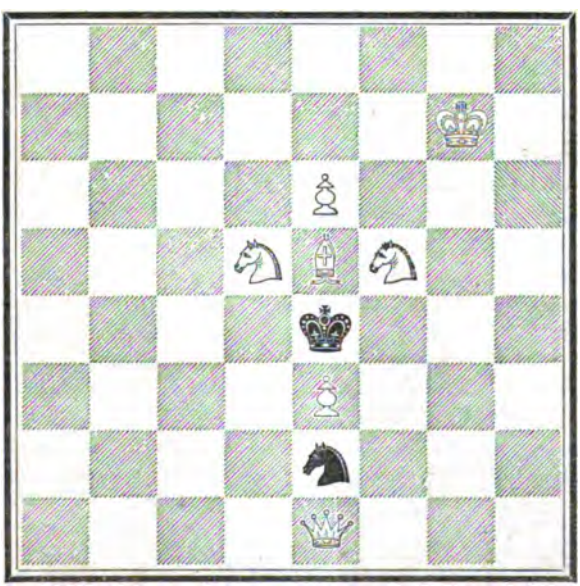

WHITE.

White to play and mate in four moves.

V.

Poor Abu-Abdallah Mohammed ben Achmed Al-Cheyat (whom God preserve!) is an enthusiastic lover of the sport which consoles the mind and refreshes the body. His problems are the delight of the student and the gratification of the adept; but he lately made this stratagem—

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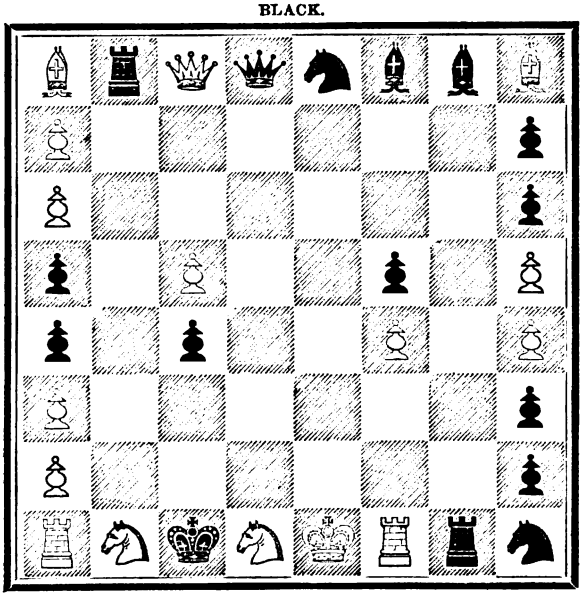

WHITE.

White to play and mate in four moves.

which is so utterly absurd and ridiculous that it has affected his reason. And now, alas, he lies, a raving maniac, in the mad-house of Damascus. Let no composer imitate such folly, lest he share the sad but merited fate of Abu-Abdallah Mohammed ben Achmed Al-Cheyat!*

* For the positions in this article, as well as for a portion of the literary matter, our readers are indebted to Mr. Samuel Loyd, of New York.

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING,

By M. C. F. De JAENISCH.

(*Continued from page* 164.)

[In our last number we examined the train of play arising from—

1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	P. to Q. third
3. P. to Q. fourth	Kt. to K. B. third
4. Kt. to Q. B. third	P. takes P.

followed by—

5. Kt. takes P.	B. to K. second
6. B. to Q. third	Castles
7. Castles, &c.	

In the present instalment will appear analyses of variations arising from these moves, beginning at the seventh move of White.]

A.

7. P. to K. B. fourth (weak)

This move, recommended without previous analysis, by Messrs. de Rivière and Morphy, greatly facilitates Black's defence, and even affords opportunities for counter-attack.

7. Q. B. to Kt. fifth

7. P. to Q. B. fourth 8. Kt. to K. B. third Q. to Q. Kt. third at first sight appears quite as strong as 7. Q. B. to Kt. fifth, seeing that White can neither castle nor immediately dislodge the Queen. But it is worthy of remark that the *coup*, hazardous in appearance, of 9. P. to K. fifth, would give the first player the better game. The issue would very probably be 9. P. takes P.

10. P. takes P. Kt. to K. Kt. fifth (If 10. R. to K. square 11. P. takes Kt. B. takes P., (dis. ch.) K. to B. square 12.) 11. P. to K. R. third P. to Q. B. fifth 12. B. takes K. R. P. (ch.) K. takes B.

13. P. takes Kt., (dis. ch.) K. to Kt. square 14. Q. to K. second, &c., or 9. P. takes P.

10. P. takes P. Q. to K. third 11. Castles P. to Q. B. fifth 12. P. takes Kt. B. to Q. B. fourth (ch.) 13. K. to R. square P. takes B.

14. P. takes K. Kt. P. K. takes P. 15. Q. takes P., and White has gained a Pawn.

In case of 7. P. to Q. B. fourth 8. Kt. to K. B. third / Q. Kt. to B. third, White can ensure the better game by Castling as Mr. Morphy did against M. Seguin. But you will obtain the superior game much more rapidly by the attack 9. P. to K. fifth / P. takes P.

10. P. takes P. / K. Kt. to Q. second 11. Q. to K. second / R. to K. square 12 B. to K. B. fourth, followed either by 12. B. to K. B. third 13. Castles (Q.R.) / B. takes P. 14. Kt. takes B. / Q. Kt. takes Kt.

15. B. takes K. R. P. (ch.) / K. takes B. 16. Q. to K. R. fifth (ch.) / K. to Kt. square 17. B. takes Kt., or by

12. P. to K. B. third 13. Q. to K. fourth / P. to K. Kt. third (If 13. P. to K. B. fourth

14. Q. to Q. fifth (ch.) / K. to R. square 15. Castles Q. R.) 14. B. to Q. B. fourth (ch.) / K. to R. square

15. Castles Q. R. / P. takes P. 16 Kt. takes P. / Q. Kt. takes Kt. 17. B. takes Kt. (ch.), or, lastly, by

12. Kt. takes Kt. / K. Kt. takes P. 13. B. takes Kt. / Kt. takes Kt. 14. Castles (Q. R.) / P. to Q. B. fifth* 15. P. takes B. / R. takes P., &c.

8. K. Kt. to K. second

The project of cutting off the retreat of Black's Bishop by 8. Q. to Q. second, / P. to K. B. fifth threatening 9. would be badly conceived, because to the detriment of White's game, he would always be obliged to offer his K. Kt. in exchange for the adversary's Queen's Bishop, by 8. P. to Q. B. fourth

*To 14 B. to K. B. third the reply would be 15. Castles (Q. R.) If then 15 R. takes B. White wins by 16. Q. takes R. / B. takes Q. 17. B. takes K R. P., ch. / K. takes B. 18. R. takes Q.; and if

15. B. takes B. by 16. B. takes K. R. P., ch. / K. takes B. 17. Q. to K. R. fifth, ch. followed by

18. R. takes Q. In case of 14. B. to Q. third 15 Castles (Q. R.) / P. to K. B. third White equally plays 16. B takes K. R. P, ch. / K. takes B. 17. Q. to K. R. fifth. ch. / K. to Kt. square 18. B. takes B. and Black is left without resource.

9. K. Kt. to K. second, or by 8 P. to Q. B. fourth 9. Kt. to Q. Kt. third Q. B. to K. third: as 9. K. Kt. to Q. Kt. fifth would be answered by 9. P. to Q. R. third 10. Kt. to Q. R. third P. to Q. Kt. fourth. 8. Q. Kt. to K. second would transfer the advantage of the move to Black by 8 P. to Q. B. fourth 9. Kt. to Q. Kt. third B. takes Kt. 10. Q. takes B. P. to Q. fourth, &c. To 8. B. to K. second, Black replies by 8. B. takes B. If White then retakes with his King's Knight, the game becomes quite equal, thus:—

9. K. Kt. takes B. P. to Q. B. third 10. B. to K. third Q. to Q. fourth 11. Q. Kt. to Q. second) 10. Castles Kt. to K. Kt. fifth 11. Q. to Q. second Kt. takes B. 12. Q. takes Kt. Q. to Q. Kt. third 13. Q. takes Q. P. takes Q.; and if 9. Q. takes B., Black would assume the offensive, beginning by 9. Q. to Q. second *. Then follows, either

(If 10. Q. to Q. Kt. third (ch.) 10. Q. to Q. second Kt. takes B. 11. Q. takes B. P. to Q. fifth 12. Q. B. to K. third P. to K. fifth 13. P. takes Kt. B. takes P. 14. Castles (Q. R) would be in our opinion, premature. If Black continued by 14. Q. to Q. R. fourth White replies by 15. Q Kt. to Q. fifth threatening to capture the Bishop, and then give mate in two. There would then ensue 15 Q. Kt. to Q. 2nd 16. Q. to K. Kt. fourth P. to K. Kt. third 17. Kt. to K. R. sixth, ch. K. to Kt. second 18. Q. takes Kt. and White wins.

* The Counter attack 9. P. to Q. fourth 10. P to K. fifth (If 10. B. to Q B. fourth 11. Q. B. to K. third R. to K. square 12. Kt. to K. B. fifth, &c.) 10. P. to Q B. fourth 11. Kt. to K. B. fifth R. to K. square 12. Q. B to K. third P. to Q. fifth would be in our opinion, premature. If Black continued by 14. Q. to Q. R. fourth White replies by 15. Q Kt. to Q. fifth threatening to capture the Bishop, and then give mate in two. There would then ensue 15 Q. Kt. to Q. 2nd 16. Q. to K. Kt. fourth P. to K. Kt. third 17. Kt. to K. R. sixth, ch. K. to Kt. second 18. Q. takes Kt. and White wins.

As to 14. Q. Kt. to Q. second 15. Q. to K. Kt. fourth P. takes B. 16. Kt. to K. R. sixth, ch. K. to B. square 17. R. takes Kt., and Black must lose his Queen. The best defence would be 14. Q. to Q. third but then 15. P. takes Kt. (If 15. Q. to K. third, 16. B. takes Q. P., and then if 16. R. to Q. square, 17. K. R. to K. square.) 16. P. takes Q. Kt. P., check, K. to Kt. square 17. R. takes Kt. 18. Q. takes Q. Kt. to K. R. sixth, ch. P. to K. Kt. third 19. K. to Kt. second. 20. Kt. to K. Kt fourth would ensure White the superiority of force. It is just possible that this counter attack may admit of some variation after the ninth move, which we have overlooked; our readers will be able to decide this point for themselves.

(1) 10. Castles / P. to Q. fourth, continued by 11. P. takes Q. P. / B. to Q. B. fourth 12. Q. B. to K. third / R. to K. square,
or 11. P. to K. fifth / B. to Q. B. fourth 12. Q. B. to K. third / Kt. to K. Kt. fifth; or (2) 10. B. to K. third / P. to Q. fourth
11. P. to K. fifth (If 11. P. takes P., then 11. Kt. takes P. 12. Kt. takes Kt. / Q. takes Kt.)
11. Kt. to K. square 12. Castles Q. R. / P. to Q. B. fourth 13. Kt. to K. B. third / P. to Q. fifth
14. Kt. to K. fourth or B. to K. B. second / Q. to K. third, and Black wins the Q. R. P.; or
(3) 10. Kt. to K. B. fifth / R. to K. square 11. Castles (If 11. B. to K. third
11. Kt. takes K. P., and if 11. B. to Q. second 11. P. to Q. fourth)
11. P. to Q. fourth 12. Kt. takes B. (ch.) / R. takes Kt. 13. P. to K. fifth / P. to Q. fifth; or, lastly
10. B. to Q. second / P. to Q. fourth 11. P. to K. fifth / Kt. to K. square 12. Castles. (Q.R.) / P. to Q. B. fourth 13. Kt. to K. B. third / P. to Q. fifth
14. Q. Kt. to K. fourth / Q. to K. third 15. K. to Kt. square / Q. Kt. to B. third, &c. In this last case, which is least favourable to Black, their game will at least be equal to that of White.

We may add that your safest move 8 K. Kt. to B. third, would promptly lead to an equal game by 8. P. to Q. B. third 9. P. to K. R. third (best) / B. takes Kt.
10. Q. takes B. / Q. to Q. Kt. third 11. B. to Q. second / Kt. to Q. second (11. Q. takes Q. Kt. P.
12. R. to Q. Kt. square / Q. to Q. R. sixth 13. R. takes Q. Kt. P. / Q. Kt. to Q. second 14. Castles, would gain Black nothing) 12. Castles (Q. R.) / Kt. to Q. B. fourth. After 8. K. Kt. to B. third / P. to Q. B. third 9. Castles.
would cause a loss of time by 9. K. to R square / Q. to Q. Kt. third, ch. 10. Q. Kt. to Q. second
and 9. Q. B. to K. third would be answered by 9. R. to K. square and

ollowed by 10. P. to K. R. third / B. takes Kt. 11. Q. takes B. / P. to Q. fourth 12. P. takes P.

(If 12. P. to K. fifth / P. to Q. fifth 12. —) 12. B. to Q. B. fourth

to the advantage of Black; or by 10. Castles / P. to Q. fourth 11. P. takes P.

(If 11. P. to K. fifth / P. to Q. fifth 11. —) 11. Kt. takes P. 12. Kt. takes Kt. / Q. takes Kt.,

equal Game.

8. P. to Q. B. third

It will be remarked that this mode of defence, which we have already just applied in answer to 8. K. Kt. to B. third, advantageously replaces the irregular tactics to which Black is driven in the principal Variation A.

9. P. to K. R. third

You may also play 9. Castles or 9. Q. B. to K. third but neither of these moves will involve Black in any difficulty. In the first place—9. Castles / Q. to Q. Kt. third (ch.)

10. K. to R. square / Q. Kt. to Q. second 11. P. to K. R. third / Q. B. takes Kt. 12. Q. takes Kt. / K. R. to K. square,

In the second place—9. Q. B. to K. third / P. to Q. fourth followed by 10. P. takes P. / Kt. takes P.

11. Q. Kt. takes Kt. / Q. takes Kt. or by 10. P. to K. fifth / K. Kt. to Q. second 11. Castles / B. to Q. B. fourth

12. Q. to Q. second / B. takes B., check 13. Q. takes B. / Q. to Q. Kt. third 14. Q. takes Q. / P. takes Q. which would lead to an equal game. We may add that in this last variation, 11. P. to K. R. third / Castles would not be so good as 11. Castles because of the reply 11. Q. B. takes Kt. in which case, White would not be able to retake the Bishop with his Queen's Knight without incurring 12. P. to Q. B. fourth; nor with his King's Bishop without losing the privilege of Castling by 12. B. to K. R. fifth, ch.; nor with his Queen without incurring embarrassment from 12. B. to K. R. fifth, ch.

13. B. to K. B. second / Q. to Q. Kt. third &c.

9. B. takes K. Kt.

10. B. takes B.

This is evidently better than 10. Q. Kt. takes B., whilst 10. Q. takes B. would expose White to 10. R. to K. square, followed by 11. P. to Q. fourth

10. Q. to Q. Kt. third

11. Q. to Q. third. Q. Kt. to Q. second

12. Q. B. to K. third Kt. to Q. B. fourth

This is palpably preferable to retreating the Queen to her Bishop's second, but the reasons why Black must not capture the Q. Kt. P. are by no means evident, and form an instructive study. For if 12. Q. takes Q. Kt. P. be followed by 13. R. to Q. Kt. square / Q. to Q. R. sixth 14. Kt. to Q. fifth / Q. to Q. R. fourth, ch. 15. B. to Q. second / Q. to Q. square 16. Kt takes Kt., ch. (If 16. Kt. takes B., ch. / Q. takes Kt. 17. R. takes Q. Kt. P. / K. R. to Q. Kt. square 18. R. takes R. / R. takes R. and White must lose his King's Pawn.) 16. B. takes Kt. 17. Q. takes Q. P. / B. to K. R. fifth, ch. 18. K. to Q square / Kt. to K. B. third &c Or if White plays at the fourteenth move, 14. R. takes Q Kt. P. then 14. K. R. to Q. Kt. square 15. Kt. to Q. fifth (15. R. takes R., ch. would lead to 15. R. takes R. 16. Castles / Kt. to Q. B. fourth) 15. Kt. takes B., ch. / Q. takes Q. 16. R. takes R., ch. / K. to B. square 17. R. takes R. 18. Kt. to Kt. sixth, ch. / R. P. takes P. 19. P. takes Q. / R. to Q. Kt. eighth, ch. 20. B. to Q. square and Black has a fine game. But White's proper reply to 12. Q. takes Q. Kt. P. should be 13. Castles after which, if 13. K. R. to Q. Kt. square or 13. K. R. to K. square you would gain at least a piece by 14. P. to Q. R. third,

Black's best reply to this being 14. Kt. takes K. P. And as 13. Castles / Q. to Q. R. sixth 14. Kt. to Q. fifth would be equally fatal to Black, it follows that 13. Q. to Q. Kt. fifth is the only available move. In this case, 14. K. R. to Q. Kt. square / Q. to Q. R. fourth 15. R. takes Q. Kt. P. / Kt. to Q. B. fourth 16. B. takes Kt. / Q. takes B., ch. 17. K. to R. second and White has the better developed game.

13. B. takes Kt.

If White plays 13. Q. to Q. B. fourth Black would gain a Pawn, in this case, without the least risk, by 13. Q. takes Q. Kt. P.

13. Q. takes B.

This is better than 13 P. takes B. leading to 14. Castles (Q.R.) after which if 14. P. to Q. B. fifth or 14. K. R. to Q. square White should withdraw his Queen to K. B. third.

14 Castles (Q. R.) P. to Q. Kt. fourth

Black's game is in no respect inferior to White's.

(*b*)

6. P. to Q. B. fourth

This move irreparably compromises Black's game.

7. B. to Q. Kt. fifth (check) B. to Q. second

8. Kt. to K. B. fifth Castles

8. Kt. takes K. P. would lead to 9. Kt. takes Kt. / Q. B. takes B. 10. Q. Kt. takes Q. P., ch.; 8. Q. to Q. Kt. third would be answered by 9. B. takes B., check / Q. Kt. takes B. 10. Kt. takes Kt. P., check; and 8. B. takes B. by 9. Q. Kt. takes B. / Q. to Q. R. fourth. ch. 10. Q. Kt. to B. third followed either by 10. Q. to Q. Kt. third 11. Kt. takes Kt. P., ch. / K. to B. square 12. Kt. to K. B. fifth or by 10. Kt. takes K. P.

11. Q. to K. second / P. to Q. fourth 12. P. to K. B. third, &c., in each case to the disadvantage of Black.

9. K. Kt. takes Q. P.	B. takes Kt.

9. Q. B. takes B. would be followed by 10. K. Kt. takes Q. B. / Q. takes Q., check,

11. Q. Kt. takes Q. and Black cannot take the King's Pawn without losing the exchange.

10. Q. takes B.	Kt. takes K. P.

10. B. takes. B. would result in 11. Q. takes Q. / R. takes Q. 12. Kt takes B., &c.

11. Kt. takes Kt.	B. takes B.
12. Q. takes Q.	R. takes Q.
13. Kt takes Q. B. P.	R. to Q. B. square
14. Kt. takes Q. Kt. P.	R. takes Q. B. P.
15. Kt. to Q. sixth	R. to K. seventh (check)
16. K to Q. square	B. to Q. R. third
17. R. to K. square	

White has gained a Pawn.

(To be continued.)

GAMES.

The four immediately following games of the Tourney for the Emperor's Prize are derived, with the notes, from Messrs. De Riviére and Neümann's Book on the Paris Chess Congress of 1867.

Game LII.*

Between Messrs. De Riviére and Golmayo.

(Philidor's Defence.)

Black. (Mr. Golmayo.)	*White.* (Mr. De Riviére.
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	P. to Q. third
3. P. to Q. fourth	P. takes P.
4. Q. takes P.	B. to Q. second
5. B. to K. Kt. fifth	Kt. to K. B. third
6. Kt. to Q. B. third	Kt. to Q. B. third

["Intentionally permitting his Pawns to be doubled."]

7. B. takes Kt.	Q. takes B.
8. Q. takes Q.	P. takes Q.
9. Castles	

["If:—

9. Kt. to Q. fifth	Castles
10. Kt. to K. B. sixth taking P.	B. to K. Kt. second
11. Kt. takes B.	B. takes Q. Kt. P.

12. R. to Q. Kt. square."]

9.	B. to K. R. third (check)
10. K. to Kt. square	

["In our opinion the second player's game is preferable, on account of his having two Bishops. His doubled Pawns are not disadvantageous, and can easily be exchanged."]

10.	Castles on Q.'s side
11. Kt. to Q. fifth	P. to K. B. fourth
12. B. to Q. third	P. takes P.
13. B. takes P.	P. to K. B. fourth
14. B. to Q. third	Q. R. to K. B. square
15. K. R. to K. square	K. to Q. square
16. P. to Q. B. third	K. R. to Kt. square

["Bishop to Kt. second, with the view to play the Kt. to K. fourth, seems preferable."]

17. P. to K. Kt. third	R. to K. square

["An unaccountable distraction, which loses at least a valuable Pawn."]

* The three last games, pp. 178 180, were erroneously numbered 69, 70, 71, instead of 49, 50, 51.

18. Kt. to K. B. sixth	R. takes R.
19. R. takes R.	R. to K. B. square
20. Q. Kt. takes K. R. P.	R. to B. second
21. Q. Kt. to Kt. fifth	R. to B. third
22. B. to Q. B. fourth	B. to K. square

["White has now a series of very difficult moves to make."]

23. Kt. to K. sixth (check)	K. to Q. second
24. Kt. takes Q. B. P.	

["Mr. Golmayo has played his game very well."]

24.	B. to K. R. fourth
25. Q. Kt. to Q. fifth	R. to B. square
26. K. Kt. to Q. fourth	B. to Q. seventh
27. R. to B. square	Kt. takes Kt.
28. P. takes Kt.	B. to K. B. sixth
29. K. to B. second	B. to Q. R. fourth
30. P. to Q. Kt. fourth	R. to Q. B. square
31 K. to Kt. third	B. to Q. square
32. Kt. to K. B. fourth	R. to Q. Kt. square
33. B. to K. sixth (check)	K. to K. second

["White here loses a third Pawn. The result of his faulty play at move 17."]

34. B. takes P.	K. to B. third
35. P. to K. Kt. fourth	B. to Q. Kt. third
36. R. to K. square	B. takes Q. P.
37. R. to K. sixth (check)	K. to B. second

["There is no better square."]

38. B. to Kt. sixth (check)	K. to Kt. square
39. R. takes Q. P.	B. to K. fourth
40. R. to Q. third	B. takes K. Kt. P.
41. P. to K. R. third	

["Evidently the correct move."]

41.	B. to Q. B. square
42. Kt. to K. R. fifth	B. to K. third (check)
43. K. to Q. R. third	P. to Q. R. fourth
44. P. takes P.	R. to Q. R. square
45. P. to K. B. fourth	R. takes P. (check)
46. K. to Kt. fourth	B. to Q. B. second
47. Kt. to B. sixth (check)	K. to B. square
48. Kt. to K. eighth	B. to Q. Kt. third
49. R. to Q. sixth	

["White's position now appears hopeless."]

49.	R. to Q. R. third
50. P. to Q. R. fourth	

["This we think the best move."]

50.	K. to K. second
51. P. to B. fifth	B. to Q. R. fourth (check)

52. K. to B. fifth	R. takes R.
53. Kt. takes R.	P. to Kt. third (check)
54. K. to B. sixth	B. to Q. second (check)
55. K. to Q. fifth	B. takes Q. R. P.
56. Kt. to K. fourth	B. to Q. Kt. sixth (check)

["By playing B. to Q. B. seventh, he could have drawn the game."]

57. K. to Q. fourth	B. to Q. Kt. fifth
58. P. to B. sixth (check)	K. to B. square
59. Kt. to K. Kt. fifth	K. to Kt. square
60. P. to K. R. fourth	B. to K. B. square
61. B. to K. fourth	B. to Q. eighth
62. B. to Q. fifth (check)	K. to R. square
63. K. to K. fifth	P. to Q. Kt. fourth
64. Kt. to K. sixth	B. to K. R. third
65. P. to B. seventh	P. to Kt. fifth
66. K. to B. sixth	P. to Kt. sixth
67. K. to Kt. sixth	B. to K. B. square
68. Kt. takes B.	B. to Q. B. seventh (check)
69. K. to R. sixth	

And White resigned.

[The end of this game is played with great elegance and *finesse* by Mr. Golmayo.]

Game LIII.

White. (Mr. Neümann). *Black.* (Mr. Czarnowski).

(*Partie de Ponziani.**)

1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3 P. to Q. B. third	Kt. to K. B. third

(The best continuation appears to be:—

3.	P. to Q. fourth
4. B. to Q. Kt. fifth	P. takes P.
5. Kt. takes P.	Q. to Q. fourth
6. Q. to Q. R. fourth	Kt. to K. second

as recommended by M. de la Laza, or:—

6.	B. to Q. second

["After 6. Kt. to K. second, White can play 7. P. to K. B. fourth without inconvenience, but after 6. B. to Q. second, he must take Bishop with Kt., and then Black takes Kt. with King, having the superior game."]

4. P. to Q. fourth	P. to Q. fourth

["This is feeble play."]

* "We give to this opening the name of the celebrated Ponziani, because in his treatise he has published the variation of it, which we recommend as preferable. [In our days, M. M. Staunton, Ernest Morphy, Janssens, and Fraser, have written analyses of it, for which we refer to the last edition of M. Von Der Laza."]

5. B. to Q. Kt. fifth	Kt. takes K. P.
6. Kt. takes K. P.	Q. to K. B. third
7. Castles	B. to Q. second
8. Kt. takes B.	K. takes Kt.
9. P. to Q. B. fourth	Kt. to Q third
10. P. takes P.	Kt. takes B.
11. Q. to K. Kt. fourth (check)	K. to K. square
12. P. takes Kt.	Q. to Q. B. third taking P.
13. R. to K. square (check)	K. to Q. square
14. P. to Q. R. fourth	Kt. to Q. third
15. Kt. to Q. B. third	

["White has an undeniable advantage."]

15.	Q. to Q. second
16. Q. to Q. square	B. to K. second
17. Kt. to Q. fifth	R. to K. square
18. B. to K. B. fourth	P. to Q. B. third
19. Kt. takes B.	R. takes Kt.
20. R. takes R.	Q. takes R.
21. P. to Q. fifth	P. to Q. B. fourth
22. Q. to Q. second	Kt. to K. fifth
23. P. to Q. sixth	Q. to K. third
24. Q. to K. third	K. to Q. second
25. P. to K. B. third	P. to K. Kt. fourth
26. P. takes Kt.	P. takes B.
27. Q. to K. second	K. takes P.
28. R. to Q. square (check)	K. to Q. B. second
29. Q. to K. B. second	P. to Q. Kt. third
30. Q. takes K. B. P. (check)	K. to B. third

["King to Kt. second appears to be better play."]

31. P. to K. fifth	K. to Kt. second
32. Q. to K. fourth (check)	K. to R. third
33. Q. takes R.	Q. takes P.
34. Q. to Q. B. eighth (check)	K. to R. fourth
35. Q. to B. sixth	P. to Q. R. third
36. P. to Kt. fourth (check)	

Black resigned.

Game LIV.

(Evans-Gambit.)

White. (Mr. de Vere.)	*Black.* (Mr. Czarnowski.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth

4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. P. takes P.	B. to Q. Kt. third
9. B. to Q. Kt. second	

["This move, or P. to Q. fifth, or Kt. to Q. B. third may be played indifferently."]

9.	K. Kt. to K. second

["The best response to the three moves indicated is 9. Kt. to Q. R. fourth. When the move in the text is made, White may continue the attack advantageously, as follows:—

9.	Kt. to K. second
10. Kt. to Kt. fifth	P. to Q. fourth
11. P. takes P.	Kt. to Q. R. fourth (best)
12. P. to Q. sixth	Kt. takes B.
13. P. takes Kt.	Q. to Q. fourth (best)
14. Kt. to Q. B. third	Q. takes K. Kt. or (A)
15. Q. to Q. R. fourth (check)	P. to Q. B. third
16. Q. takes Kt.	B. to K. third
17. P. to Q. fifth	B. takes Q. P.
18. Kt. takes B.	Q. takes Kt.
19. Q. to Q. B. third	

With a very good attack.

[A]

14.	Q. takes Q. P. or (B)
15. Q. to K. B. third	Kt. to K. fourth or Q. to K. B. third
16. Q. to Q. fifth, &c.	

[B]

14.	Kt. takes B.
15. Kt. takes Q.	Kt. takes Q.
16. Q. R. takes Kt.	B. to K. third
17. Kt. takes K. B.	Q. R. P. takes Kt.
18. P. to Q. fifth	B. to K. B. fourth
19. K. R. to K. square	P. to K. B. third
20. Kt. to K. sixth	B. takes Kt.
21. P. takes B.	

With an excellent position."

10. B. to Q. third	

["Kt. to K. Kt. fifth, or P. to Q. fifth is better than this move."]

10.	Castles
11. P. to Q. fifth	Kt. to Q. R. fourth
12. Kt. to Q. B. third	P. to Q. B. fourth
13. Kt. to K. second	P. to K. B. third
14. Kt. to K. B. fourth	

["The usual move here is Q. to Q. second."]

14.	B. to Q. B. second
15. R. to Q. B. square	P. to Q. Kt. third

["P. to Q. R. third is very much stronger."]

16. K. to R. square	Q. to K. square
17. Kt. to K. R. fourth	R. to K. B. second
18 Kt. to K. sixth	Kt. to K. Kt. third
19. Kt. takes Kt.	P. takes Kt.
20. Kt. to K. B. fourth	R. to K. second
21. P. to K. fifth	

["A good move."]

21.	P. to K. B. fourth
22. P. to K. sixth	B. to Q. square
23. Q. to K. B. third	R. to Q. B. second
24. Q. to K. Kt. third	P. to Q. B. fifth
25. B. to Q. Kt. square	P. to K. Kt fourth
26. B. takes K. B P.	

["Very prettily played."]

26.	P. takes Kt.
27. Q. to K. R. third	B. to K. B. third
28. Q. to K. R. seventh (check)	K. to B. square
29. B. to K. Kt. sixth	Q. takes B.

["His sole resource to prolong the game"]

30. Q. takes Q.	B. takes B.
31. Q. to K. B. fifth (check)	

["The simpler plan was to play the Q. R. to K. square; *ex. gr.*:—

31 Q. R. to K. square	P. to Q. B. sixth (A)
32. R. to K. fourth	P. to B. seventh
33. R. takes P. (check)	B. to B. third
34. R. takes B. (check)	P. takes R.
35. Q. takes P. (check)	

And wins.

[A]

31.	B. to Q. Kt. second
32. R. to K. fourth	B. takes Q. P.
33. R. takes P. (check)	K. to Kt. square
34. R. to K. square	R. to K. second
35. R. to K. R. fourth	

And wins."]

31.	K. to Kt. square
32. Q. takes K. B. P.	B. to Q. Kt. second

["B. to K. fourth would have protracted the game."]

33. Q. takes Q. P.	R. to Q. B. fourth
34. P. to K. seventh	B. takes Q. P.

["Taking with the Rook would have been a trifle better."]

35. Q. to Q. eighth (check)	K. to R. second
36. Q. takes Q. R.	B. takes Q.

37. P. to K. eighth (becoming a Q)	B. to Q. B. third
38. Q. to K. seventh	B. to K. B. third
39. Q. takes Q. R. P.	R. to K. Kt. fourth
40. P. to K. B. third	B. to Q. fifth
41. Q. to Q. B. seventh	R. to K. Kt. third
42. Q. R. to Q. square	B. to K. sixth
43. Q. to K. fifth	B. to K. Kt. fourth
44. R. to Q. sixth	B. to K. B. third
45. Q. to K. R. fifth (check)	R. to K. R. third
46. Q. to B. fifth (check)	R. to Kt. third
47. P. to K. R. fourth	K. to R. third
48. P. to R. fifth	

["The *coup juste* is P. to Kt. fourth."]

48.	R. to K. Kt. fourth
49. R. takes B. (check)	P. takes R.
50. Q. takes P. (check)	K. takes P.
1. P. to Kt. fourth (check)	

And Mr. Czarnowski abandoned the game.

Game LV.

(*Giuoco Piano.*)

White. Mr. Czarnowski.)	*Black.* (Mr. Neümann.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. Castles	Kt. to K. B. third
5. P. to Q. third	P. to Q. third
6. B. to K. Kt. fifth	P. to K. R. third
7. B. to K. R. fourth	P. to K. Kt. fourth
8. B. to K. Kt. third	P. to K. R. fourth

["The best continuation, which warrants our saying that 7. B. to K. Kt. fifth is blamable."]

9. P. to K. R. fourth

["If—

9. Kt. takes Kt. P.	P. to R. fifth
10. Kt. takes B. P.	Q. to K. second
11. Kt. takes R.	P. takes B.
12. R. P. takes P. (best)	Q. to K. R. second

And Black wins."]

9.	P. takes P.

["This is not so good as P. to Kt. fifth."]

10. B. takes R. P.	B. to K. Kt. fifth
11. P. to Q. B. third	Q. to K. second
12. P. to Q. Kt. fourth	P. to Q. Kt. fourth

13. P. to Q. R. fourth	P. to Q. R. third
14. Q. Kt. to Q. second	R. to K. Kt. square
15. K. to K. R. square	Kt. to Q. square
16. Q. to K. square	Kt. to K. third
17. Kt. to K. R. second	Kt. to K. B. fifth
18 P. to K. Kt. third	B. to K. R. sixth
19. R. to K. Kt. square	Kt. to K. Kt. third
20. B. to K. Kt. fifth	Q. Kt. to K. B. square
21. Q. Kt. to K. B. third	Q. Kt. to R. second
22. B. to K. R. fourth	Q. to Q. second
23. Q. to Q. second	R. to K. Kt. third
24. P. to Q. R. fifth	B. to Q. R. second
25. Q. R. to K. square	Kt. to K. Kt. fifth
26. P. to Q. fourth	Q. Kt. to K. B. third
27. R. to K. second	Castles
28. Kt. to K. Kt. fifth	

["It is but justice to White to say that he has disposed his forces in a way to ensure an advantage in position."]

28.	P. takes P.

["Mr. Neümann should have retreated the Kt. to K. R. third."]

29. Kt. takes B.	Kt. to K. fourth
30. Kt. to K. B. fourth	Kt. takes B.
31. Q. to Q. R. second	P. to Q. sixth
32. Kt. takes Q. P.	Kt. to K. fourth
33. Kt. to K. B. fourth	Q. R. to K. B. square

["We should rather have played

33.	R. to K. R. third
34. B. to K. Kt. fifth	Q. R. to K. R. square, &c."]
34. Kt. takes R.	P. takes Kt.
35. B. takes Kt.	R. takes B.
36. Q. to K. Kt. eighth (check)	Q. to Q. square
37 Q. takes Q. (check)	K. takes Q.
38. R. to K. B. square	K. to K. second
39. P. to K. B. fourth	Kt. to Q. B. fifth
40. Q. R. to K. square	R. to K. B. square
41. Kt. to K. B. third	P. to Q. B. third
42. P. to K. fifth	P. to Q. fourth
43. Kt. to K. R. fourth	R. to K. Kt. square
44. K. to R. second	K. to K. third
45. K. to R. third	P. to Q. B. fourth
46. R. to K. B. square	P. takes Q. Kt. P.
47. Kt. takes K. Kt. P.	P. takes Q. B. P.
48. P. to K. B. fifth (check)	K. to B. second
49. Kt. to K. B. fourth	Kt. to K. sixth
50. P. to K. 6th (check)	K. to B. square

51. R. takes Kt.	B. takes R.
52. Kt. takes Q. P.	B. to Q. seventh
53. P. to K. B. sixth	R. to K. R. square
54. P. to K. B. seventh	

["Mr. Czarnowski could now have won the game off-hand by simply playing his King to K. R. fourth."]

54.	B. to K. Kt. fourth
55. Kt. takes P.	R. to K. R. third
56. R. to K. B. fifth	B. to K. second
57. R. to K. fifth	B. to Q. third
58. R. to K. third	R. to K. Kt. third
59. Kt. to Q. fifth	R. to Kt. fourth
60. Kt. to K. B. fourth	R. to K. B. fourth
61. R. to Q. third	K. to K. second
62. P. to K. B. eighth "Queens" (ch.)	R. takes Q.
63. Kt. to Kt. sixth (check)	K. takes P.
64. R. takes B. (check)	

["The preceding moves were played with great ability by White, and he suffered the game to escape him now merely by not taking the Rook with the Knight instead of capturing the Bishop with the Rook."]

64.	K. takes R.
65. Kt. takes R.	P. to Q. Kt. fourth
66. P. takes P. in passing	P. to Q. R. fourth
67. Kt. to K. sixth	K. to Q. B. third
68. K. to R. fourth	K. takes P.
69. K. takes P.	P. to Q. R. fifth

And the game was abandoned as a drawn battle.

Game LVI.

Our next two games, both highly interesting, were played in the chief Tourney of the West German Chess Congress, last month.

(Ruy Lopez Knight's Opening, or Spanish Game.)

Black. (Mr. Zukertort.)	*White.* (Mr. W. Paulsen.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	Kt. to K. B. third
4. P. to Q. third	P. to Q. third
5. B. takes Kt. (check)	P. takes B.
6. P. to K. R. third	P. to K. Kt. third
7. Kt. to Q. B. third	B. to K. Kt. second
8. B. to K. Kt. fifth	P. to K. R. third
9. B. to K. third	P. to Q. B. fourth

10. Castles	Castles
11. Kt. to K. second	Kt. to K. R. fourth
12. P. to K. Kt. fourth	Q. to K. B. third

[From this point the game is very instructive.]

13. Kt. to Q. B. third	Kt. to K. B. fifth
14. B. takes Kt.	P. takes B.
15. Kt. to Q. fifth	Q. to Q. square
16. Kt. takes K. B. P.	B. takes Q. Kt. P.
17. R. to Q. Kt. square	B. to K. Kt. second
18. K. to R. second	B. to K. third
19. P. to Q. B. fourth	P. to Q. B. third
20. Q. to K. second	Q. to Q. B. second

[Threatening to advance the Queen's Pawn with great advantage, and at the same time preventing Black's meditated move of Kt. to K. R. fourth.]

21. K. to K. R. square	Q. R. to K. square
22. Kt. takes B.	R. takes Kt.
23. Kt. to K. R. fourth	P. to Q. fourth
24. Q. to K. B. third	P. takes K. P.
25. P. takes P.	Q. to K. second
26. Kt. to Kt. second	

[It seems impracticable to preserve the Pawn, and dangerous to attempt to do so.]

26.	R. takes P.
27. K. R. to K. square	P. to K. B. fourth
28. P. takes P.	P. takes P.
29. R. to K. third	R. takes R.
30. P. takes R.	Q. to K. B. second
31. Q. to K. second	R. to K. square.
32. Q. to K. B. square	R. to K. fifth
33. R. to Q. B. square	B. to K. fourth
34. Q. to K. second	

[Having in view the check with his Queen at King's Knight's fourth, if White advances the King's Bishop's Pawn.]

34.	K. to R. square
35. Q. to Q. third	

[Mr. Zukertort makes a brave fight, but the loss of his King's Pawn was an irreparable blow.]

35.	B. to Q. B. second

[To enable him to play the deadly move of Q. to K. R. fourth, which he hesitated to do while Black could give check with his Queen. This portion of the game is worth attention.]

36. Kt. to K. B. fourth	B. takes Kt.
37. P. takes B.	R. takes K. B. P.
38. Q. to K. third	

[It was an ingenious idea of Black to sacrifice another Pawn for the purpose of getting up an attack on the adverse King, although he gained little by it.]

38.	R. to K. R. fifth
39. R. to Q. Kt. square	K. to K. R. second
40. Q. to K. B. third	R. takes Q. B. P.
41. Q. takes Q. B. P.	R. to Q. Kt. fifth
42. R. to Q. square	R. to Q. fifth
43. R. to Q. Kt. square	Q. to Q. fourth (check)
44. Q. takes Q.	R. takes Q.
45. R. to Q. Kt. seventh (check)	K. to Kt. third
46. R. takes Q. R. P.	P. to Q. B. fifth
47. R. to Q. B. seventh	R. to Q. R. fourth
48. R. takes P.	R. takes P.
49. P. to K. R. fourth	R. to K. seventh
50. R. to K. B. fourth	R. to K. fifth
51. P. to R. fifth (check)	K. to Kt. fourth
52. R. to K. B. second	R. to K. R. fifth (check)
53. K. to Kt. square	R. to K. Kt. fourth (check)
54. K. to R. square	P. to K. B. fifth
55. R. to K. R. second	R. to K. R. fifth
56. R. takes R.	K. takes R.
57. K. to Kt. second	K. takes P.
58. K. to B. third	K. to Kt. fourth
59. K. to B. second	K. to Kt. fifth

And Black resigned; the game having lasted for eleven hours.

Game LVII.

Between Dr. Max-Lange and Mr. W. Paulsen.

(Spanish Opening.)

White. (Dr. Max-Lange.)	*Black.* (Mr. W. Paulsen.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. R. fourth	Kt. to K. B. third
5. Castles	Kt. takes P.
6. P. to Q. fourth	P. to Q. Kt. fourth
7. B. to Q. Kt. third	P. to Q. fourth
8. P. takes K. P.	B. to K. third
9. B. to K. third	B. to K. second

[The attack and defence in this opening are admirably played.]

10. Q. to K. second	Kt. to Q. R. fourth
11. K. Kt. to Q. second	Castles
12. P. to K. B. fourth	P. to K. B. fourth
13. P. to Q. B. third	Kt. takes B.

14. Kt. takes Q. Kt.	P. to Q. B. fourth
15. Q. Kt. to Q. second	Q. R. to Q. B. square
16. K. R. to Q. square	Q. to Q. Kt. third
17. K. to R. square	P. to Q. R. fourth
18. Kt. takes Kt.	B. P. takes Kt.
19. Q. to K. B. second	P. to Q. R. fifth
20. Kt. to Q. B. square	

[For the moment White is compelled to retreat, but the repulse is only temporary. He speedily rallies his forces, and renews the assault.]

20.	Q. to Q. square
21. Kt. to K. second	Q. to K. square
22. R. to Q. second	Q. to Q. B. third

[Black appears to lose time hereabouts.]

23. P. to Q. R. third	K. to R. square
24. Kt. to K. Kt. third	P. to K. Kt. third

[Every move in this fine game was so carefully considered that we have little doubt Mr. Paulsen could show solid reasons why he did not "pin" this dangerous Kt. He threatens to become so troublesome, however, that we should certainly have yielded to the temptation of playing B. to K. R. fifth.]

25. Q. R. to K. B. square	R. to K. B. second
26. Q. to K. Kt. square	Q. R. to K. B. square
27. Kt. to K. second	B. to Q. square

[We copy the manuscript sent to us, but as the move so manifestly leaves a Pawn to be taken that one or other of the combatants must have seen it, we suspect a transposition of moves was made in copying them. The order, probably, in which they were played was this:—

26. Q. to K. Kt. square	B. to Q. square
27. Kt. to K. second	B. to Q. Kt. third
28. Kt. to Q. B. square	Q. R. to K. B. square
29. Kt. to K. second	

and so on as in the text.]

28. Kt. to Q. B. square	B. to Q. Kt. third
29. Kt. to K. second	P. to K. R. fourth
30. Kt. to Kt. third	P. to K. R. fifth

[A serious oversight.]

31. Kt. takes K. P.	P. takes Kt.
32. R. to Q. sixth	Q. takes R.

[We cannot see that this sacrifice was called for. It would surely have been better to play thus:—

32.	Q. to Q. B. square
33. R. takes K. B. (best)	P. to K. R. sixth, &c.]
33. P. takes Q.	B. to Q. B. fifth
34. R. to Q. square	B. to Q. sixth
35. B. takes Q. B. P.	B. to Q. square

36. B. to Q. fourth (check)	K. to R. second
37. B. to K. fifth	P. to K. Kt. fourth
38. P. to K. Kt. third	P. takes K. B. P.
39. P. takes K. B. P.	B. to K. seventh.

[Mr. Paulsen plays this desperate end game with noticeable ingenuity and valour.]

40. Q. to K. square

[If he had played his Rook to K. B. square, Black would have answered with R. to K. Kt. square, probably winning the game!]

40.	B. to B. sixth (check)
41. K. to Kt. square	P. to K. sixth
42. Q. takes K. P.	B. takes R.
43. Q. to Q. third (check)	R. to K. B. fourth
44. Q. takes B.	B. to Q. Kt. third (check)
45. K. to Kt. second	Q. R. to Kt. square (check)
46. K. to B. third	K. to R. third
47. Q. to Q. fifth	Q. R. to K. B. square
48. Q. to K. sixth (check)	K. to R. second
49. K. to Kt. fourth	K. R. to B. second
50. P. to K. B. fifth	R. to Kt. square (check)
51. K. to K. B. fourth	

And after a struggle of fifteen hours' duration Mr. Paulsen abandoned the game.

Game LVIII.

Played between Messrs. Kleczynski and Rozanski at the Warsaw Tournament mentioned in our last.

(*Scotch Gambit.*)

Black. (Mr. Kleczynski.)	*White.* (Mr. Rozanski.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. P. to Q. fourth	P. takes P.
4. Kt. takes P.	Q. to K. B. third
5. B. to K. third	B. to Q. B. fourth
6. P. to Q. B. third	P. to Q. third

[The opening to this point takes a form not very common in the Scotch Gambit.]

7. B. to K. second	K. Kt. to K. second
8. Castles	B. to Q. second
9. Kt. to Q. Kt. fifth	Castles (Q. side)
10. Kt. to Q. fourth	B. to Q. Kt. third
11. Q. to Q. second	P. to K. R. third
12. P. to K. B. fourth	P. to K. Kt. third
13. P. to Q. Kt. fourth	Q. to K. Kt. second
14. P. to Q. R. fourth	B. takes Kt.

15. P. takes B.	P. to K. B. fourth
16. Kt. to Q. R. third	P. to Q. fourth

[It is plain enough that White must have lost the exchange if he had been so inconsiderate as to take the proffered Pawn.]

17. P. to Q. Kt. fifth	Kt. to Q. Kt. square
18. P. to K. fifth	P. to Q. Kt. third
19. Q. R. to Q. B. square	B. to K. third
20. P. to Q. R. fifth	R. to Q. second
21. Kt. to Q. B. second	

[Good, but somewhat slow. We should have preferred taking the Q. Kt. Pawn, and then doubling the Rooks, with all convenient speed, upon the adversary's most vulnerable point, the Q. B.'s Pawn.]

21.	K. to Q. square
22. Kt. to Q. Kt. fourth	K. to K. square
23. P. to Q. R. sixth	K. to B. second
24. K. to K. R. square	P. to K. R. fourth
25. Kt. to Q. third	P. to K. R. fifth
26. Kt. to K. B. second	K. R. to Q. B. square
27. Kt. to K. R. third	K. to K. square
28. Kt. to K. Kt. fifth	B to K. Kt. square
29. R. to K. B. third	Q. R. to Q. square
30. R. to K. R. third	Kt. to Q. second
31. K. R. takes P.	Kt. to K. B. square
32. Q. to K. square	Kt. to K. third
33. Q. to K. Kt. third	Kt. takes Kt.
34. Q. takes Kt.	K. to B. second
35. B. to K. B. second	P. to Q. B. third
36. R. to K. R. third	P. takes P.
37. K. R. to Q. B. third	P. to Q. Kt. fifth
38. B. to K. R. fourth	

[The terminating moves reflect much credit on Mr. Kleczynski's discernment.]

38.	K. to K. third
39. R. takes R.	R. takes R.
40. R. takes R.	Kt. takes R.
41. Q. to Q. eighth	

And White surrendered.

Correspondence.

THE KING'S BISHOP'S GAMBIT.

TO THE EDITORS OF "THE CHESS WORLD."

GENTLEMEN,—Mr. Fraser is deserving of the best thanks of all Chess-players who take an interest in the "bookish theorie" of the game, for his admirable article on the "McDonnell Attack" in the King's Bishop's Gambit, which appeared in the last number of the CHESS WORLD. The analysis in question, is, in my humble opinion, one of the most valuable modern contributions to the literature of Chess, and, should it stand the test of practical play, will necessarily effect a complete revolution in the theory of the Bishop's Gambit, an opening that has for years baffled the ingenuity of all the leading authorities on the game. There is one point, however, on which I should like to have Mr. Fraser's opinion. I am well aware of the risk I run in venturing to criticise the labours of so pains-taking and accurate an analyst, but it appears to me that he has omitted in "variation V." to consider the effect of a line of play, which so far as my examination has gone, seems to strengthen the defence considerably. I repeat the opening moves:—

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	Q. to R. fifth (check)
4. K. to B. square	P. to K. Kt. fourth
5. Kt. to Q. B. third	B. to K. Kt. second
6. P. to K. Kt. third	P. takes P.
7. Q. to K. B. third	P. to Kt. seventh (check)
8. K. takes P.	Kt. to K. R. third
9. Kt. to Q. fifth	K. to Q. square
10. P. to Q. fourth	P. to Q. B. third
11. Kt. to Q. B. third.	

At this point, Mr. Fraser examines three lines of play which Black has at his disposal, viz.:—11. ——— 11. ——— and
B. takes Q. P. P. to Q. third
11. ——— all of which result in favour of the first player.
Q. to K. Kt. fifth (check)
I am inclined to think, however, that 11. ——— gives Black a better
P. to Q. fourth
game than any of the above, *eg*:—

11.	P. to Q. fourth
12. P. takes P.	B. to K. Kt. fifth
13. Q. to K. Kt. third	Kt. to K. B. fourth
14. Q. takes Q.	P. takes Q.
15. B. to K. Kt fifth (check)	

I do not see any more promising move for White. If he play instead 15. Kt. to K. fourth ——— Black rejoins with 15. P to K. R. third (best ?) ——— and if then 16. Kt. to Q. B. fifth ——— 16. P. to Q. Kt. fourth, &c. ———.

If on the other hand, White attempt to save the attacked Pawn, the following is probable:—15. P. takes P. ——— 16. P. to Q. fifth ——— and Black's Q. Kt takes P. Kt. to Q. fifth

game is preferable.

15. P. to K. B. third.
16. B. to K. B. fourth Kt. takes Q. P.

and White, I think, has no equivalent in position for the Pawn he has lost. His best move at this juncture appears to be 17. Kt. to K. fourth ——— (if 17. P. to Q. sixth ——— Black may, I believe, capture the Q. B. P. with impunity, or proceed to develope his men by 17. Kt. to Q. second ———), and the game would be continued—

17. Kt. to K. fourth R. to K. square.

(17. P. to K. R. sixth (check) ——— is inferior.)

18. Kt. to Q. B. fifth

(If 18. Kt. to Q. sixth ——— Black replies with 18. R. to K. second ———.)

18. P. to Q. Kt. third
19. Kt. to Kt. seventh (check) K. to Q. second
20. Kt. to Q. sixth R. to K. second

And though Black has a somewhat difficult game, he still retains his Pawn, and I think with care will get out of his embarrassment.

In the above variations it is worthy of remark, that White was not compelled to take the Queen's Pawn with Pawn at the 12th move, but might have retired the Bishop to Queen's third. In this case the following is probable:—

12. B. to Q third B. takes Q. P.
13. Q. to K. Kt. third R. to K. Kt. square

If White now take Queen with Queen, Black retakes with Pawn, discovering check, and has unquestionably the better game. If White play 14. Kt. to K.B third ——— he is mated in two moves. Again, if he play 14. P. takes Q. P. ———, Black replies as in the previous variation with 14. Kt. to K. B. fourth ———, and the first player cannot now take off the Knight and check at Queen's sixth, on account of the threatened mate.

Of course the foregoing variations are merely tentative and experimental, and must be accepted for what they are worth. Possibly they may be altogether erroneous, but I venture to submit them, as they appear to me to touch upon the only part of Mr. Fraser's analysis which falls short of absolute demonstration. Should Mr. Fraser, however, on further examination, succeed in establishing the validity of his attack against the line of defence above indicated, there can, I think, be no doubt that the check of the Queen at the third move of King's Bishop's Gambit will have to be abandoned as theoretically defective and untenable; for unless it can be safely followed up with 4. ——— P. to K. Kt. fourth

or the purpose of maintaining the Gambit Pawn, the check at Rook's fifth is not only so much "lost time," but involves the defence in an unnecessarily embarrassed position. It is true that instead of attempting to support the Gambit Pawn, the second player may, after checking with the Queen at Rook's fifth, move 4. ——— Kt. to Q. B. third or 4. ——— P. to K. B. fourth, but neither of these defences can be considered perfectly satisfactory. The latter, indeed, seems to leave him with an inferior position from the outset, while the former, though I believe the best move the board affords, leads to some extremely difficult and complicated variations which involve the immediate surrender of the Gambit Pawn, and demand the greatest exactitude on the part of the defence. If, therefore, the "Modern Classical Defence" to the King's Bishop's Gambit is to be definitely abandoned as insufficient (and practically it *has* been abandoned, for we rarely see it adopted now-a-days in actual play), the question naturally arises, which of the so-called "irregular" defences, such as 3. ——— P. to Q. Kt. fourth, 3. ——— P. to Q. B. third, 3. ——— P. to Q. fourth, 3. ——— P. to K. B. fourth, 3. ——— Kt. to K. B. third, must be substituted in its place? Personally, I am of opinion that the three first-named defences are demonstrably inefficient, and that, if the King's Bishop's Gambit problem is capable of any satisfactory solution, we shall have to fall back upon either the "old classical defence" of 3. ——— P. to K. B. fourth or the modern move of 3. ——— Kt. to K. B. third

Should you consider the subject sufficiently interesting, I shall hope to be allowed to offer a few remarks on the so-called "irregular defences" in a future number of the CHESS WORLD.

I am, Gentlemen,

Yours faithfully,

ROBT. B. WORMALD.

P.S.—I presume Mr. Fraser is aware that the move of 7. Q. to K. B. third has been touched upon by previous writers in connection with McDonnell's attack. The identical variation, indeed, suggested by Mr. Fraser, has not escaped the attention of the authors of the German *Handbuch*, albeit it is very cursorily dismissed; *e. g.*:—

1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	Q. to R. fifth (check)
4. K. to B. square	P. to K. Kt. fourth
5. Kt. to Q. B. third	B. to K. Kt. second
6. P. to K. Kt. third	P. takes P.
7. Q. to K. B. third	Kt. to K. B. third
8. P. takes P.	Q. to K. Kt. fifth

And the game is said to be in favour of the second player. The authors of the *Handbuch*, however, append a foot-note to the effect that instead of 7. ——— ———, which is attributed to Petroff, Black might also play
Kt. to K. B. third

7. ——— ——— and 8 ——— ———. (*Handbuch: Fourth*
P. to Kt. seventh (ch.) Kt. to K. R. third, &c.

Edition, p. 444.)

The move of Q. to K. B. third is also noticed in cognate variations of the same attack; *e. g.*:—

1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	Q. to R fifth (check)
4. K. to B. square	P. to K. Kt. fourth
5. P. to K. Kt. third (A.)	P. takes P.
6. Q. to K. B. third	P. to Kt. seventh (check)
7. K. takes P.	Kt. to K. R. third
8. P. to Q. fourth	Kt. to Q. B. third
9. P. to Q. B. third	B. to K. second

With the better game.

(A.)

5. Kt. to Q. B. third	B. to K. Kt. second
6. P. to Q. fourth	Kt. to K. second
7. P. to K. Kt. third	P. takes P.
8. Q. to K. B. third	P. to K. B. fourth
9. P. takes Kt. P.	Q. to K. Kt. fifth
10. Q. takes Q.	P. takes Q.
11. Q. B. takes P.	B. takes Q. P.

And again Black is said to have the advantage. (*Handbuch, Fourth Edition, p.* 446.)

Chess Gossip.

WEST GERMAN CHESS LEAGUE.—The seventh annual meeting of this society was held at Aix-la-Chapelle, on the 1st, 2nd, 3rd, and 4th inst., and, whether in the quality or number of the competitors, appears to have been fully equal to any previous assemblage of the league. As a proof of this it is enough to say that Messrs. Anderssen, Paulsen, Max. Lange, and Zukertort were in the lists, and that eighteen chess-boards were in constant requisition when play was going on.

The chief players in the grand tourney were Anderssen, Max. Lange, W. Paulsen, Zukertort, and Schallopp, who contested their games, for the most part, in the gardens of the Erholung. Some of the games in this tournament were remarkably good, and excited the intensest interest; more particular the one between Mr. Anderssen and Dr. Lange, which, in parts, was admirable; that between Messrs. W. Paulsen and Zukertort, which occupied eleven hours; and the game between Dr. Lange and W. Paulsen, which lasted above fifteen hours, and served, eventually, to place Dr. Lange at the head of the competitors. The following is the score of the four leading combatants in the chief tourney:—

	Won.	Lost.	Drawn.
Max. Lange	1 of Anderssen	1 to Anderssen	
„	1 of W. Paulsen		
„	1 of Zukertort		
Anderssen	1 of Lange	1 to Max. Lange	
„	1 of Zukertort	1 to W. Paulsen	1
Zukertort	1 of W. Paulsen	1 to Max. Lange	
„	1 of Schallopp	1 to Anderssen	
W. Paulsen	1 of Anderssen	1 to Zukertort	
„		1 to Max. Lange	

In the Tourney by players belonging to the Rhenish provinces, the first prize was gained by Mr. Tendering, of Bonn; the second by Dr. Schuster, of Aachen. The proceedings were enlivened on the 2nd inst. by a dinner at "Bernart's Locale," at which above sixty guests sat down, and interchanged toasts, songs, and sentiments for many hours.

THE YORKSHIRE CHESS MEETING.—This meeting was held in the De Grey Rooms during the week beginning August 3rd, and, though not so numerously attended as the promoters of it expected, attracted several good players, and passed off pleasantly enough. Ten competitors entered the lists for the chief tourney, the first prize of which was gallantly won by Mr. E. Thorold, of Bath, one of the finest players of the day. The Rev. W. Wayte, of Eton, carried off the second prize. In the second class tourney Mr. B. W. Fisher gained the first prize, and Mr. Finlinson, of Huddersfield, the second prize. The combatants in the third class tournament were many of them ladies, and one of these, Miss Felgate, bore off the second prize. These three prize tourneys were, of course, the main objects of attention; but there were many other contests which were regarded with great interest, more particularly five games played simultaneously by Mr. Wayte without sight of a chess-board, the whole of which he won. All the arrangements of the meeting were made and carried out by Mr. Ball and Mr. Skipworth, two of the most enthusiastic chess amateurs in Yorkshire, and appeared to give very general satisfaction.

Problem XXXIII.—By Dr. Mateo de Zamora.

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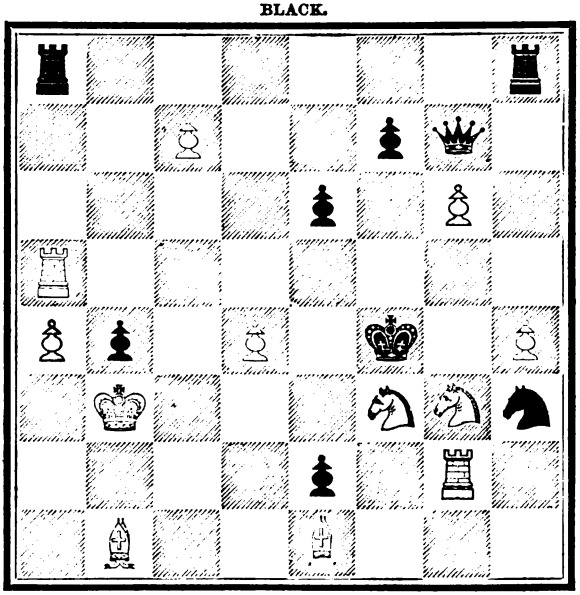

WHITE.

White to play and mate in three moves.

Problem XXXIV.—By Dr. Mateo de Zamora.

(Dedicated to H. Staunton, Esq.)

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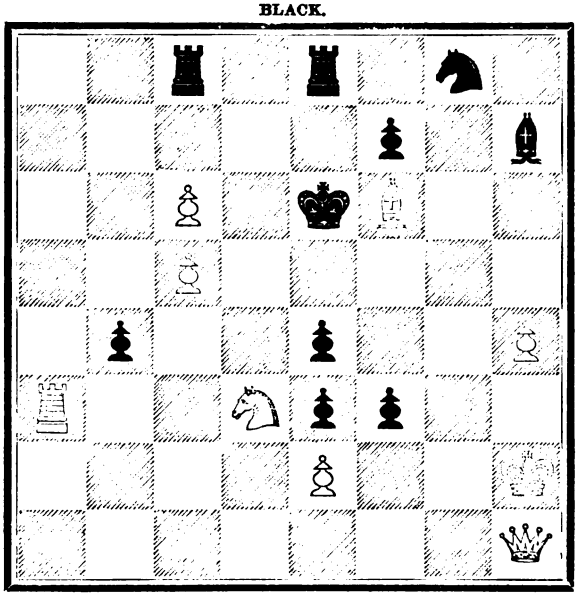

WHITE.

White to play and mate in four moves.

Problem XXXV.—By Mr. RICHARD RABSON.

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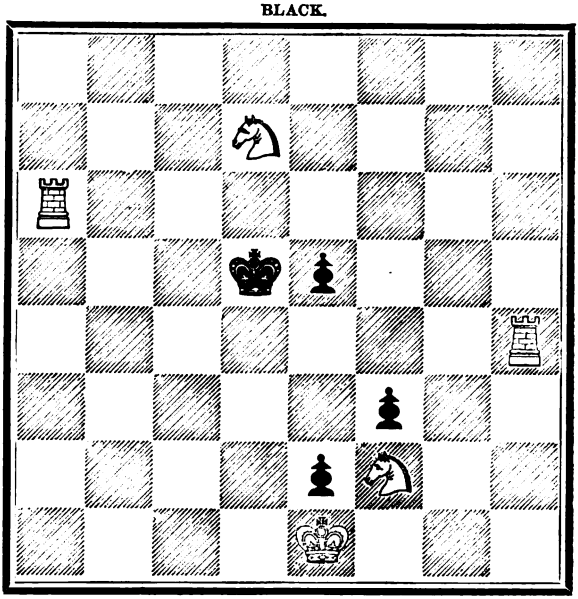

WHITE.

White to play and mate in four moves.

Problem XXXVI.—By Mr. W. S. PAVITT.

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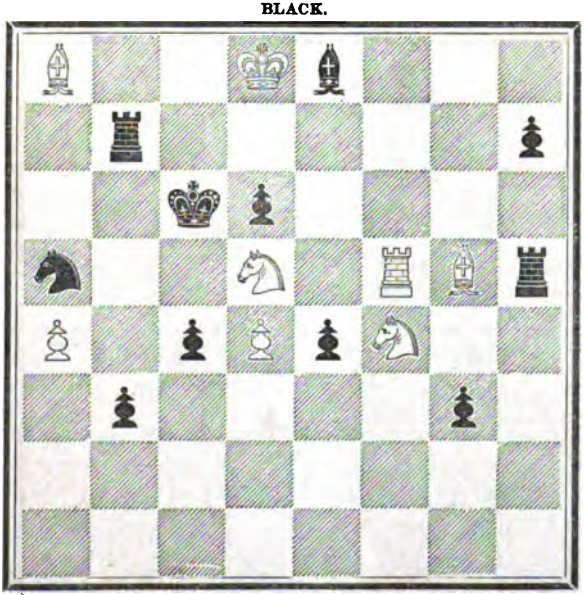

WHITE.

White to play and mate in four moves.

Problem XXXVII.—By Conrad Bayer.

One of the Prize Problems in the Paris Tourney.

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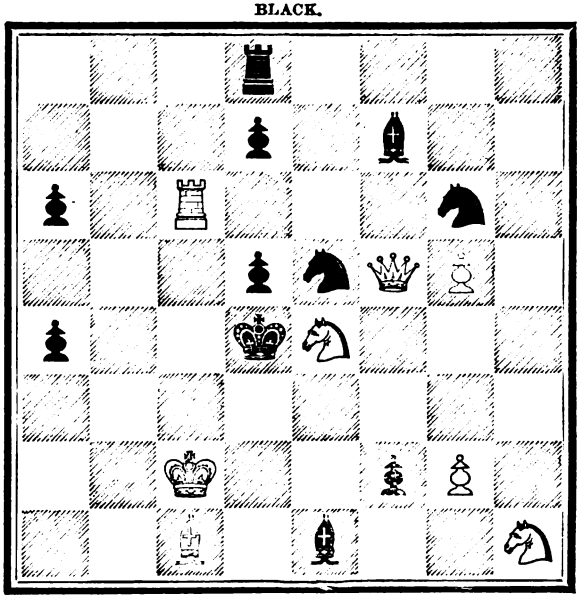

WHITE.

White to play and mate in five moves.

Problem XXXVIII.—By Mr. J. W. Abbott.

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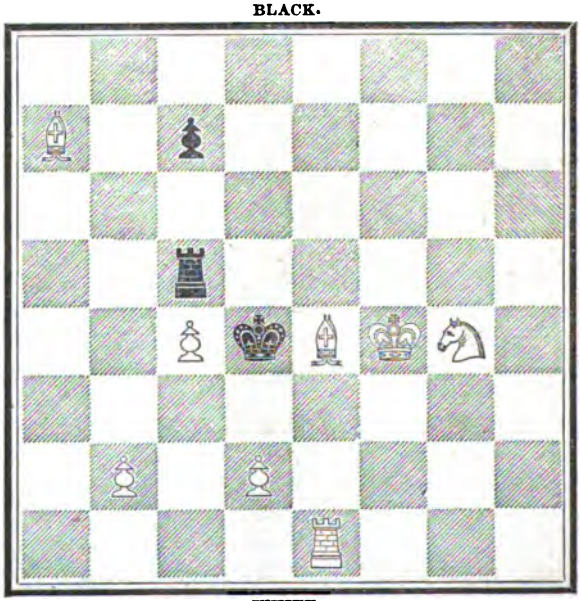


WHITE.

White to play and mate in five moves.

The Chess World.

A LEAF FROM MY CHESS LIFE.

I AM an old man now, but not so old that I do not still cling with the weakness of age and the folly of our kind to the hope of an additional decade or two of this earth's life. As my hair has been gradually whitening from winter to winter, and the stoop in my shoulders becoming more and more marked, I have outgrown, in great measure, my familiarity with the game of chess. Only occasionally now, when I happen to be watching a contest between some of my youthful friends does the old enthusaism come back again, and a crowd of chess reminiscences rush with glowing warmth to my mind. One of these, a trivial but well remembered incident, I have written out here for the pages of the Chess Monthly.

My first master in chess, singularly enough, was an old negro belonging to my father's plantation, and the only chess-playing person of his race with whom I have ever chanced to meet. He had followed an uncle of mine through the stirring events of our Revolutionary struggle and had managed to learn the elements of the game from the servant of a French officer in the American army. He knew little more than the moves and some of the simpler variations of the Queen's Gambit, which opening he habitually played; so that for some time I firmly believed, upon his authority, that one of the fundamental and inviolable laws of chess required each combatant to begin with Pawn to Queen's Fourth. I still possess a souvenir both of his chess wisdom and mechanical skill in the shape of a unique little pocket board and set of men which have accompanied me in all my travels; for, in an amateur way, I have seen a large number of the kingdoms and republics, the monarchs and peoples, of the curious world we live in.

While I was still some years under age, my father, who had an overweening confidence in my steadiness of character, determined, instead of putting me at the university, to send me at once to Europe, for he had an educational theory of his own, in which travel and a large acquaintance with the world usurped altogether the place of colleges. Accordingly I found myself, just before the meteoric return of the Emperor from Elba, snugly at home in the Latin quarter in Paris, busily charging myself with the French which I was after-

wards to fire off at the landlords and post-boys of all Europe. During the Hundred Days I watched with eager interest the transcending political events passing around me and felt all the hero-worshiping sympathy of youth for the great monarch of the chess boards of war and politics. His ultimate and final defeat at Waterloo was, to me, a sore disappointment, but I soon dulled the edge of my grief in witnessing the gorgeous displays and brilliant festivities of the Allies, during their second occupation of Paris. Curiosity led me to visit Vienna at the time the famous Congress of 1815 was sitting there. Some casual readings in Italian history, however, induced me to start thence, in hot haste, for that land whose name and whose language roll so softly from the tongue, and whose grand share in the world's events is graven in the pages of history and on the memories of scholars for ever. But the excitement of a new life, the wonderful and interesting incidents of the times, and the thousand intoxicating details of old-world experience had half turned my brain and wholly exhausted my physical endurance, and I fell sick at Modena. The kind care of some students in the newly re-established university at that place, who, even in that reactionary period, felt a lively enthusiasm for America and her liberal principles, soon restored me to strength, But long after my convalescence I lingered in the ducal city, clinging to the several delightful acquaintances I had formed and enchanted by my first measured view of Italian life. My time was spent in frequent intimacy with the students and in viewing the scattered curiosities of the town. I used to ascend the old Ghirlandina and muse on the story of the feuds between the Modenesi and the Bolognesi, a witness of which, the *Secchia Rapita*, made famous by the poet Tassoni, was still preserved in the lofty and ancient tower; I roamed through the Gallery of Art in the Palace and through the glorious Biblioteca Estense, over whose multitude of books the erudite Muratori and the critical Tiraboschi once so worthily presided; and in the broad ducal gardens, full of laughing fountains and shady trees, I loved to smoke my sunset cigar, while I practised my new fledged Italian speech upon the groups of gay and careless burghers who thronged, in the afternoon, the long promenades.

Travel and its consequent excitement had driven all chess ideas from my mind. From the day I left my quiet Virginian home I had not played a solitary game. But in rummaging the bookstores on the Strada Maestra, I chanced to find a copy of Ercole del Rio, and my passion for the game, which had been kindled in America, burst straightway into a flame. The mementos of my African teacher—the little board and men—were immediately unpacked from the idleness of my trunk, and I betook myself to a favourite haunt of mine, a garden-like place, outside of the city, on the margin of a tiny streamlet, just big enough to ripple. It was a dreamy spot, where I could lay and gaze out upon the Via Emilia with its strange alternation of noblemen's carriages and

peasants' carts, of officers on horseback and market women on foot, and think of the gray past, when stately Roman armies wound along its course, going home to create emperors, or marching abroad to conquer empires. There, protected from the too loving rays of the sun by a screen of vines and olives, beneath the smiling sky, in the mild air, and amid the spicy odors of the South, I passed long hours in studying the ingenious variations of the Anonymous Modenese.

One morning, I remember it well, a gem of a day set like a diamond in the years of my youth, I was aroused from my absorbing study of the book and the board by a pleasant salutation from an old gentleman who had come into my secluded nook unheard and unseen. As I looked up he said simply, but with the grace of a courtier, that he had walked early into the town and met a student acquaintance who had told him of me and of my Chess zeal, and informed him of my usual resort; that being a lover of the sport himself he had sought me out; "nor ought we," he pleasantly added, "to be altogether strangers, for I still recollect how in my younger days, our countrymen fought together for a common cause against a common foe." After my response he sat down beside me and narrated, incidentally, something of his story. He was a French Count and, like the majority of his class, had fled his country upon the eruption of the terrible political volcano of 1789. He had travelled much since then, but had been now for some years quietly settled an hour or two's walk west of Modena. The few members of his family had either died in exile, or suffered in their native land the sad fate of their monarch and his beautiful consort. After the Restoration, he had become so weaned to foreign customs and life abroad, that he felt little desire to return to his desolate home, and lived now on a small pension from the French King. I subsequently learned from the students, by whom he was respected, although they gave him humourously the soubriquet of *Il Conte dello Scacchiere*, that though far from leading the life of a hermit, he still rarely or never attended the gay assemblies of the city, and went to court only once in a twelve-month to pay his respects to the reigning Duke, Francesco IV., through whom the Bourbon bounty reached him. To the peasants in his neighborhood he stood in the kindest relations, both as a friend and counsellor; to the poor his charity was only measured by his means.

A thousand years of life could not drive from my remembrance the intensely pleasant hours we passed, morning after morning, in chess converse beside the sparkling Italian rivulet. The Count had been a frequenter of the Parisian Café de la Régence in the time of its ancient glory. He had known and encountered Légal, the teacher of Philidor, and had played with Franklin and Rousseau. To the French philosopher he was accustomed to give, I believe, the odds of a piece; with the American sage he played upon even terms, but

won a majority of games. Our own countryman, he told me, was the complete embodiment of the principles which his Morals of Chess inculcate. His spirits were never raised by victory nor depressed by defeat; slow and careful in his moves, he paid the closest attention to the progress of the game, in which he allowed himself to become wholly absorbed, but bore the issue with the calmest and most courteous indifference. After one game, played at Franklin's house in Passy, in which the old patriot philosopher had shown far less than his usual strength, he remarked to the Count, "I have had to play to-day against both you and the gout." With Bernard, Carlier, Verdoni, Leger and the rest of the 'Amateurs' our chess Count stood upon the footing of intimacy. Of Bernard's brilliant style of play he spoke with unbounded enthusiasm. But he chiefly loved to dwell upon the gentle character and Caissian skill of the light and lustre of modern chess—the immortal Philidor. A common passion for music had drawn them somewhat together. He sat by the side of the composer when Philidor's last opera, Thémistocle, was performed at Fontainebleau in 1785, and frequently accompanied him to the organ of a church in Paris where Philidor occasionally whiled away an hour or two in either playing or listening to some favorite melodies from his own motets. He had played many games with the great master and witnessed innumerably more; as he often referred, in the course of our conversations, to those remarkable contests, we mourned in unison his sad neglect in not recording them for the profit and delight of posterity. There was, he asserted, as much difference between the mere externals of Philidor's play—the motions of his arm, the gaze of his eye, and the shades of his countenance—and other men's, as between the graceful majesty of Apollo and the uncouth awkwardness of a boor. In his combats with the monarch of chess, the count received the knight at first and afterwards the Pawn and two moves; but finally in the last battle they ever had, just prior to Philidor's return to London in 1788, the game was drawn at the odds of Pawn and move. Upon the story of this last encounter the old chessman was wont to linger with a delightful prolixity. It took place at the Count's own lodgings one Sunday evening, and its every incident and circumstance were treasured facts in the storehouse of his memory.

As our acquaintance rapidly ripened into intimacy, I used often to ask my grey-headed friend to meet me face to face over the chess-board; but either averse to displaying the weakness which accumulated years might have substituted for the skill of youth and manhood, or afraid of the mental effort required, he at first steadily refused. At length, perhaps, to put an end to my repeated solicitations, he quaintly proposed that we should play a game, in which we should have a day to reflect on our every move, reporting our decision to each other as we met in the morning at our quiet trysting-place under the vines. With the ardor of an enthusiast I immediately acceeded to his whimsical

project, and we drew for the move. I gained it and promised to communicate my opening move to him the following day. Determined that my native skill should not lack the material assistance which books afford, I bought, as I went home to my lodgings in the city, a copy of Ponziani's excellent work, and placed it with Del Rio and my chess-board upon my table and straightway began my preparatory studies. After a good deal of consideration I could find no sounder opening than that of the King's Bishop, which I consequently resolved to play.

Our game, which lasted of course during several weeks, I insert here, as recorded from day to day in my journal at that time. I am led to do so, not because it is a specimen of good play, but from the peculiar oddity of the manner in which it was conducted. The sombre reflections of mature age have in no wise diminished my chess sensitiveness, and I therefore beseech the critical student to remember that my practice had been at that period very limited :—

Young America.	*Old France.*
1. P. to K. fourth	P. to K. fourth
2. K. B. to Q. B. fourth	P. to K. B. fourth

The day upon which the Count announced his second move I went home at an early hour and sat down to consider my reply. What was my dismay to find that neither of my chess authors made any mention of his bold counter-gambit! Thrown, consequently, upon my own unaided resources I spent some hours in brain-muddying analysis. At length I determined to prevent his castling with the King's Rook by capturing his Knight.

3. K. B. takes K. Kt.	K. R. takes K. B.
4. Q. to K. R. fifth (check)	P. to K. Kt. third
5. Q. takes K. R. P.	R. to K. Kt. second
6. Q. to K. R. eighth	

I ought here to have retreated my Queen to King's Rook's third.

6.	Q. to K. Kt. fourth
7. Q. to K. R. third	B. P. takes K. P.
8. Q. Kt. to Q. B. third	Q. to K. B. fourth

Resolved to win the Pawn, I moved,—

9. Q. to K. third	P. to Q. fourth
10. Q. Kt. takes Q. P.	K. R. to K. B. second

Here I thought it wise to give additional protection to my King's Bishop's Pawn, and at the same time prepare to castle.

11. K. Kt. to K. R. third	Q. Kt. to Q. B. third
12. P. to Q. B. third	Q. B. to K. third

13. Q. Kt. to Q. Kt fourth	K. B. takes Q. Kt.
14. Q. B. P. takes B.	Q. Kt. to Q. fifth
15. Q. to her B. third	Q. to K. R. fourth

This was certainly perplexing. The Count threatened an immediate checkmate. If I moved my King, he mated me at once; if I Castled, he checked with his Knight and won my Queen; if I played Pawn to King's Bishop's third, he simply took it and I did not dare to retake. There was evidently no other move than to play my Knight home again—bad as this was.

16. Kt. to his square	Q. to K. Kt. fourth
17. P. to K. Kt. third	Castles
18. P. to Q. third	Q. to K. Kt fifth
19. Q. B. to K. third	Q. R. to Q. fourth.
20. Q. P. takes K. P.	

As I was passing out of the city the morning after I had ingeniously planned this twentieth blunder, I met Giovanni Battista Borsari the friend and pupil of Del Rio—the inheritor of much of that great master's chess skill and of all his chess manuscripts. I had been introduced to him a week before, and he courteously begged leave to accompany me in my walk. During our conversation he asked me how my odd game with the Count was progressing. With all the modesty usual to young players, I replied that although my opponent had at first taken advantage of my want of practice and played a puzzling counter gambit unknown to chess writers, still I had succeeded in parrying the attack he had thereby obtained. Now, I continued, my pieces will soon be as well developed as his, and then, with the advantage of a Pawn which I have contrived to win, I see no reason why the victory should not be mine. But at length we arrived at the rendezvous, where we found my old chess-loving Gaul already seated. After the customary exchange of courtesies I announced my last move. "Ah, my friend," said the Count pleasantly, and apparently without noticing my remark, "are you fond of problems?" "Yes," I answered, "but I have solved so few, that if they are in more than three moves they puzzle me." "I have one for your scrutiny, but as it is neither by Stamma, nor by either of our Modenesi, I will not answer for its beauty."

He took my little board and began to arrange the position. After a moment he drew my attention to it.

"Here you have it; *White to play and mate in three moves.*"

Imagine my horror! He had set up the position of our game and the white pieces were his! I looked at it awhile and saw that severe as was the shock given to my chess ambition, I had nothing to do but to acknowledge the soundness of the Count's problem and join the amused Borsari in laughing at my own discomforture.

* * * * * * *

A heavy sorrow which hung a cloud of grief over many long days of my existence—the death of the gentlest of fathers—forced me to return to America early in the autumn. My parting from the Count was sad and affectionate, for we had grown into each other's daily life until the ties that bound us were almost as warm as those of parent and child. After my arrival home we exchanged two or three letters, and then our correspondence ceased. Some time afterwards I commissioned a countryman, who was about to visit Italy, to enquire into his fate, and bring me, if possible, some memorial of him. This American friend wrote me from Bologna that the venerable nobleman died in May, 1819, and sent me a copy of Stamma, which had found its way from his library into one of the book-shops of Modena. As I look now at his neatly written autograph on its first page, I recall, with the distinctness of yesterday, the form of the courtly, genial, and kind old chess-lover, and vividly retrace in my memory the living delights of the golden summer months I spent with him in the honored home of Ponziani and of Ercole del Rio.—*American Chess Monthly.*

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING,

By M. C. F. de JAENISCH.

(*Continued from page* 210.)

In order to avoid the embarrassment of reference, we repeat here the moves which lead up variations *c* and *d*, that is, the variations at the sixth move of White, in which, instead of playing 6. B. to Q. third, the only move to secure the advantage, White plays 6. P. to K. B. fourth or 6. B. to K. second.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. K. Kt. to B. third	P. to Q. third
3. P. to Q. fourth	K. Kt. to B. third
4. Q. Kt. to B. third	P. takes P.
5. Kt. takes P. (best)	B. to K. second

(*c.*)

6. P. to K. B. fourth

We may observe that at this point 6. Q. B. to Kt. fifth would be to the

disadvantage of Black, because after 7. B. to K. second / B. takes B. 8. Q. takes B. / Castles 9. Castles / P. to Q. B. fourth White would not be obliged, in this instance, to retreat the attacked Knight to Bishop's third, but it would be enabled to occupy a very powerful position at Bishop's fifth. And if Black, at the seventh move, played 7. ——— / Q. to Q. second instead of capturing the K. B., 8. B. takes B. / ——— would gain White a Pawn either by 8. ——— / Kt. takes B. 9. Kt. to K. B. fifth / ——— or by 8. ——— / Q. takes B. 9. Q. takes Q. / Kt. takes Q. 10. Q. Kt. to Q. fifth / Kt. to Q. R. third or K. to Q. second 11. K. Kt. to B. fifth / B. to K. B. third 12. P. to K. R. third / ———

Black has another move, 6. ——— / P. to Q. B. fourth also very hazardous, but which merits a little attention as it is very likely to lead the first player into error. The tempting line of attack, 7. B. to Q. Kt. fifth, ch. / B. to Q. second 8. Kt. to K. B. fifth / ——— appears so similar to variation *b*, that all the variations at the eighth move of Black, which we gave under that head, would apply to this case also, excepting only the following:—8. ——— / B. takes B. 9. Kt. takes B. / Q. to Q. R. fourth, ch. 10. Kt. to Q. B. third / Kt. takes K. P. 11. Q. to K. second / P. to Q. fourth in which case White obtains the advantage at once by 12. B. to Q. second / ——— The best continuation on both sides is, however, 8. ——— / Castles 9. Kt. takes Q. P. / K. B. takes Kt. 10. Q. takes B. / Kt. takes K. P. 11. Kt. takes Kt. / Q. B. takes B. 12. Q. takes Q. / ——— (12. Q. takes Q. B. P. / Q. to K. square 13. Q. to K. third / B. to Q. B. third would cost the K. Kt.'s Pawn.) 12. ——— / R. takes Q. But 13. Kt. takes Q. B. P. / ——— would not ensure the gain of a Pawn as in variation *b*, because in this case White's position is weakened by the premature advance of the K. B. P. 13 ——— / Kt. takes Q. B. P.

would be followed by 13.——— which would give White a bad
R. to K. square, ch.
game if he played 14.——— followed by 14.———
K. to Q. square P. to Q. Kt. third
15.———. The proper play is 14.———
Kt. to Q. Kt. third or Q. third K. to B. second
Q. Kt. to B. third R. to K. seventh, ch.
15.——— 16.——— 17.———, even game.
K. to Kt. third Kt. to Q. Kt. third Kt. to Q. fourth
P. to Q. Kt. third R. takes Q. B. P. R. to Q. B. fourth
The correct reply to 6.——— is 7.———, and as Black
P. to Q. B. fourth Kt. to K. B. third
has no better reply than 7.———, White secures by 8.——— a
Castles B. to Q. third
situation which has already been proved advantageous to the first player in our observations on the seventh move of variation *a*.

To resume, the attack 6.——— admits of two very satisfactory
P. to K. B. fourth
defences, 6.——— and 6.———
Castles P. to Q. fourth.

I.

6. Castles

7. B. to K. second

7.——— would again lead by 7.——— to variation *a*,
B. to Q. third B. to K. Kt. fifth
which results in an equal game. 7.——— would be bad play, by
Q. B. to K. third
reason of 7.———
Kt. to K. Kt. fifth.

7. P. to Q. B. fourth

This move is much more favourable to Black at the present moment than in Variation A, because the White King's Bishop now stands at K. second instead of Q. third. But Black might now play 7.——— In that case,
P. to Q. fourth
8.——— 9.——— 10.——— would be disadvan-
P. takes P. Kt. takes Kt. B. to K. B. third
Kt. takes P. Q. takes Kt. Q. to Q. third

tageous to White, and the only profitable continuation would be 8. P. to K. fifth / Kt. to K. fifth*

9. Kt. takes Kt. / P. takes Kt. 10. Q. B. to K. third / B. to Q. B. fourth (*coup juste*) 11. P. to Q. B. third / P. takes B.

followed either by 11. B. takes Kt. (best) 12. Q. B. to K. third

13. Castles / Q. Kt. to B. third 14. P. to K. B. fifth / B. to Q. fourth 15. Q. to K. square, or

11. P. to Q. B. third 12. B. to Q. B. fourth / B. takes Kt. 13. Q. takes B. / Q. takes Q.

(13. B. to K. B. fourth would have led to 14. Castles (Q. R.) / Q. Kt. to Q. second

15. P. to K. R. third, &c.) 14. B. takes Q. / B. to K. B. fourth 15. P. to K. R. third / P. to K. R. fourth

16. B. to K. second / P. to Q. B. third &c. 11. B. to Q. B. fourth — in place of 11. P. to Q. B. third

would result in 11. B. takes Kt. 12. B. takes B. / Q. Kt. to B. third 13. B. to Q. B. fifth

(If 13. P. to Q. B. third then 13. Kt. to Q. R. fourth) 13 Q. takes Q., ch.

14. R. takes Q. / R. to Q. square 15. B. to Q. fifth / B. to K. B. fourth 16. B. takes Kt. / R. takes R., check

* The development of our analysis leaving some doubt as to the validity of this move, it remains to exhaust the consequences of the retreat 8. Kt to K. square. Although time and space have prevented us from analysing this move, we are convinced that it affords much resource to the second player. For example, 9. Q. B. to K. third would lose a piece by 9. P. to Q. B. fourth and the combinations, 9. Castles / P. to Q. B. fourth (9. B. to Q. B. fourth is not so good.) 10. Kt. to K. B. third / K. Kt. to Q. B. second 11. B. to Q. third / Q. Kt. to B. third, and 9. B. to K. B. third / P. to Q. B. fourth

10. Kt. to K. second / P. to Q. fifth 11. Kt. to Q. fifth / K. Kt. to Q. B. second 12. P. to Q. B. fourth / Q. Kt. to B. third both afford Black a good defence. We have found that 9. K. Kt to Q Kt. third / Q. B. to K. third 10. Castles / P. to K. Kt. third

11. B. to K. B. third / P. to Q. B. third 12. Q. B. to K. third is best for White, but here also there is nothing decisive in the position.

17. K. takes R. / P. takes B., a drawn game, on account of the Bishops being upon different colours. We omit other variations leading equally to an even game.

8. Kt. to K. B. third Kt. to Q. B. third

8. Q. to Q. Kt. third would be as good for Black. White would, in that case, only aid the game of his opponent in endeavouring to dislodge his Queen, or in playing 9. P. to K. fifth / P. takes P. 10. P. takes P. / R. to Q. square White's proper play in answer to 8. Q. to Q. Kt. third is to castle, which would produce 9. Castles / Q. Kt. to B. third 10. K. to R. square or P. to K.R. third as in the main variation.

9. Castles

9. Q. B. to K. third would be an error, on account of the reply 9. Kt. to K. Kt. fifth followed by 10. K. B. to B. third. 9. P. to K. fifth / P. takes P. 10. P. takes P. / Q. takes Q. 11. B. takes Q. / K. Kt. to Q. second 12. Q. B. to K. B. fourth / Kt. to Q. Kt. third would but secure an equal game.

9. Q. to Q. Kt. third

10. K. to R. square

10. Kt. to Q. R. fourth answered by 10. Q. to Q. Kt. fifth, would cost a Pawn, and 10. Kt. to Q. fifth would enable Black to get an equal game, by 10. Q. to Q. square / 11. B. to Q. third / Kt. takes Kt. 12. P. takes Kt. / Kt. to Q. Kt. fifth 13. P. to Q. R. third or P. to Q. B. fourth (to 13. B. to Q. B. fourth the answer would be 13. P. to Q. R. fourth) 13. Q. takes Kt. / Kt. takes B. 14. K. B. to B. third &c. The line of attack, 10. P. to K. R. third / Kt. to Q. fifth 11. K. to R. second / Kt. takes B. 12. Q. takes Kt. / B. to Q. second would not be more decisive. It might be followed up

either by 13. $\frac{\text{P. to K. fifth}}{\text{P. takes P.}}$ 14. $\frac{\text{P. takes P.}}{\text{Kt. to K. square}}$ 15. $\frac{\text{Kt. to Q. fifth}}{\text{Q. to K. third}}$ 16. $\frac{\text{P. to Q. B. fourth}}{\text{P. to K. B. third}}$ 17. $\frac{\text{B. to K. B. fourth}}{\text{P. takes P.}}$ 18. $\frac{\text{Q. takes P.}}{\text{B. to K. B. third}}$ &c., or by 13. $\frac{\text{P. to Q. Kt. third}}{\text{Q. to B. second}}$ 14. $\frac{\text{B. to Q. Kt. second}}{\quad}$ (If 14. $\frac{\text{P. to K. fifth}}{\text{P. takes P.}}$ 15. $\frac{\text{P. takes P.}}{\text{B. to Q. B. third}}$) 14. $\frac{\quad}{\text{B. to Q. B. third}}$ 15. $\frac{\text{Q. R. to Q. square}}{\text{K. R. to K. square}}$ &c., the game remaining tolerably even.

10.	Q. B. to Kt. fifth
11. P. to K. R. third	Q. B. takes Kt.
12. B. takes B.	Kt. to Q. fifth

This move completes Black's defence, and, indeed, it is scarcely necessary for the analysis to be carried further. 13. $\frac{\text{Kt. to Q. R. fourth}}{\text{Q. to Q. B. third}}$ 14. $\frac{\text{P. to K. fifth}}{\text{Q. takes Kt.}}$ 15. $\frac{\text{P. takes Kt.}}{\text{B. takes P.}}$ 16. $\frac{\text{B. takes Q. Kt. P.}}{\text{Q. R. to Kt. square}}$ 17. $\frac{\text{B. to K. fourth}}{\text{P. to Q. fourth}}$ 18. $\frac{\text{B. takes Q. P.}}{\text{Q. takes Q.B.P.}}$ would only serve to the further development of Black's game, and the better line of play, 13. $\frac{\text{R. to Q. Kt. square}}{\text{K. R. to Q. square}}$ 14. $\frac{\text{Q. B. to K. third}}{\quad}$ followed by 14. $\frac{\quad}{\text{Kt. takes K. B.}}$ 15. $\frac{\text{Q. takes Kt.}}{\text{Q. to Q. B. third}}$ 16. $\frac{\text{Kt. to Q. fifth}}{\text{Kt. takes Kt.}}$ 17. $\frac{\text{P. takes Kt.}}{\text{Q. to Q. second}}$ only leads to an even game. We shall, however, show in the main variation the consequences of a very natural, but premature attack, at White's thirteenth move.

13. P. to K. fifth	P. takes P.
14. P. takes P.	Kt. to Q. second
15. Kt. to Q. fifth	Q. to K. third
16. Kt. takes B. (check)	Q. takes Kt.
17. B. takes Q. Kt. P.	Q. R. to Kt. square
18. B. to Q. R. sixth	R. to Q. Kt. third
19. B. to Q. B. fourth	

19. $\frac{\text{B. to Q. third}}{\quad}$ would lead to 19. $\frac{\quad}{\text{Kt. takes K. P.}}$ 20. $\frac{\text{R. to K. square}}{\text{Kt. takes P.}}$ &c.

19. Kt. takes K. P.
20. R. to K. square Q. to K. B. third

Black has an excellent game.

II.

6. P. to Q. fourth

This mode of defence gives rise to some very curious combinations.

7. P. to K. fifth

It is obvious that 7. P. takes P. would be to White's disadvantage; *e.g.*—7. P. takes P. / Kt. takes P. 8. Kt. takes Kt. / Q. takes Kt. When once the King's Bishop's Pawn is pushed two steps, it is generally indispensable to keep it united to the King's Pawn.

7. Kt. to K. Kt. fifth

7. Kt. to K. fifth 8. Kt. takes Kt. / P. takes Kt. 9. Q. B. to K. third / Castles

10. B. to Q. B. fourth would leave White the advantage. In this variation Black cannot, either at the ninth or tenth move, play his King's Bishop to Queen's Bishop's fourth, for the purpose of getting rid of White's King's Knight; for in that case P. to K. sixth would at once decide the game.

8. B. to K. second

By 8. P. to K. sixth / Kt. to K. B. third 9. P. takes P. (check) / K. takes P. White would deprive Black of the privilege of Castling, but the second player's position would be none the less secure, whilst that of White would be weakened by the exchange of Pawns. It is evident that 8. P. to K. R. third would lose the game by the check of the Bishop.

8. Kt. to K. R. third

9. Castles

White has no better move, for 9. Q. B. to K. third would lose a piece by 9. P. to Q. B. fourth.

9. K. B. to Q. B. fourth

[illegible] Castles
[illegible] P. to K. B. fifth [illegible] Q. B. takes Kt.
[illegible] P. takes P. [illegible] P. takes Kt.
[illegible] Q. to K. B. fourth
[illegible] [illegible] [illegible] and
[illegible] would be equally disastrous,
[illegible] P. to K. sixth
[illegible] P. takes P. [illegible] P. takes P.
[illegible] Kt. to K. sixth
[illegible] Q. to Q. second
[illegible] K. Kt. to B. seventh (check)
[illegible] &c. The manœuvres of the White
Knights are very attractive.
[illegible]

This gives us the advantage of preventing both [illegible] Q. B. to K. third
which will be answered by [illegible] and [illegible] which
Castles
will give Black a Pawn, by [illegible] In case of
[illegible] the best play on both sides would be: [illegible] Q. B. to K. third
[illegible] B. takes B. [illegible] B. to Q. B. fifth
Castles [illegible] R. to K. square
[illegible] equal game.

[illegible] B. takes Kt.
[illegible] Q. B. to K. third
[illegible] Q. Kt. to B. third

By playing [illegible] followed by [illegible] Q. to Q. second
[illegible] White appears at first sight to prevent Black castling
on either side. But this line of play would not be really sound, for, after

14. Castles (Q.R.) 15. K. B. takes Kt. / Q. takes B. White would be compelled to permit Black to secure at least an equal game, by 16. Q. takes Q. / P. takes Q. For the capture of the Queen's Rook's Pawn at this point would expose White to the counter attack of 16. P. to Q. fifth against which the board offers no satisfactory defence. The following are the principal variations arising from this reply of Black:—(I.) 17. Kt. to K. second / B. to Q. fourth 18. Kt. takes Q. P. (If 18. R. to K. Kt. square / 18. Kt. to Kt. fifth 19. P. to K. R. third / Q. to K. R. third 20. Q. to Q. R. eighth, check / K. to Q. second 21. Q. to Q. R. fourth, check / P. to Q. B. third &c.) 18. B. takes P., ch. 19. K. to Kt. square / R. takes Kt. followed either by 20. Q. takes R. / B. takes R. 21. K. takes B. / R. to Q. square or by 20. Q. to Q. R. eighth, ch. / K. to Q. second 21. Q. takes K.R. / B. takes R. 22. Q. takes K. Kt. P. / R. to Q. eighth either of which variations would speedily result in a lost game to White. (II.) 17. Kt. to Q. square / B. to Q. fourth 18. R. to K. B. second (If 18. R. to K. Kt. square / 18. Q. takes Q. B. P.) 18. Kt. to Kt. fifth 19. R. to K. or Q. second / Q. to K. R. third Black having an easily won game. The line of play shown in this last variation would be equally effective against 17. Kt. to Q. R. fourth Finally, the defence 17. P. to K. B. fifth followed by 17. Kt. takes K.B P. 18. Kt. to Q. R. fourth / Kt. to K. R. fifth would be unavailing against the attack of 18. R. to B. second / Kt. takes Kt. P. &c.

13.	Q. to K. second
14. Q. takes Q.	Kt. takes Q.
15. Kt. to Q. Kt. fifth	K. to Q. second

The game is quite equal.

GAMES.

The four following games were played in the Tournament for the Emperor's Prize, and are taken, with the annotations, from the Book of the Paris Chess Congress, by Messrs. De Riviére and Neümann.

Game LIX.

Between Messrs. Steinitz and De Vere.

(*Irregular Opening.*)

White. (Mr. De Vere.)	*Black.* (Mr. Steinitz.)
1. P. to Q. B. fourth	P. to K. B. fourth

[If:—

1.	P. to Q. fourth
2. P. takes P.	Q. takes P.
3. Kt. to Q. B. third	Q. to Q. square
4. P. to Q. fourth	P. to K. third
5. P. to K. fourth	P. to Q. B. fourth
6. P. to Q. fifth	B. to Q. third
7. P. to K. B. fourth	P. takes P.
8. P. takes P.	Kt. to K. B. third
9. Kt. to K. B. third	Castles
10. B. to K. second	

The game is about equal.]

2. P. to K. third	P. to K. third
3. Kt. to Q. B. third	Kt. to K. B. third
4. P. to Q. fourth	Q. to K. second

["In occupying this spot with his Queen, Black had the intention to advance his K. Kt.'s Pawn one step, and then play his K.'s Bishop to K. Kt. second. The usual move is B. to K. second preparatory to Castling."]

5. B. to Q. third	Kt. to Q. B. third
6. P. to Q. R. third	P. to K. Kt. third
7. Kt. to K. B. third	B. to K. Kt. second
8. Castles	Castles

["We regard the two positions as equal."]

9. P. to Q. Kt. fourth	P. to Q. Kt. third
10. B. to Q. Kt. second	B. to Q. Kt. second
11. R. to Q. B. square	Kt. to Q. square
12. B. to Q. Kt. square	

["This move is not very strong; we should have preferred playing P. to Q. B. fifth, and in that case consider White would have had some advantage."]

12.	Kt. to K. B. second
13. P. to Q. fifth	P. to K. Kt. fourth

[" We do not think this move so good as P. to K. fourth. If:—

13.	P. to K. fourth
14. B. to Q. R. second	P. to Q. third
15. Kt. to Q. R. fourth	Q. R. to Q. square

With a very secure game."]

14. Kt. to Q. Kt. fifth	P. to K. Kt. fifth
15. Kt. to K. fifth	Kt. to K. square
16. Kt. to Q. third	P. to K. fourth
17. Kt. to K. square	

["B. to Q. R. second looks better."]

17.	P. to Q. R. third
18. Kt. to Q. B. third	P. to K. fifth
19. Q. to Q. Kt. third	P. to K. R. fourth
20. Kt. to K. second	P. to K. R. fifth
21. Kt. to K. B. fourth	Q. to K. Kt. fourth
22. P. to Q. B. fifth	B. takes B.
23. Q. takes B.	Kt. to K. Kt. second
24. B. to Q. R. second	B. to Q. B. square
25. P. takes Q. Kt. P.	P. takes P.
26. P. to Q. sixth	

["If White succeed in well supporting this Pawn, he will have the better game."]

26.	B. to Q. Kt. second
27. Kt. to Q. B. second	B. to Q. B. third
28. Kt. to Q. fourth	Q. to K. B. third
29. K. R. to Q. square	K. to K. R. second
30. B. takes Kt.	R. takes B.
31. Q. to Q. Kt. third	B. to Q. Kt. second

["The manœuvres of this Bishop are not at present very fortunate."]

32. R. to Q. B. seventh	R. to Q. Kt. square
33. Q. to Q. B. fourth	

["With the object of taking the Bishop and then playing his Q. to Q. B. eighth, and thus winning the Rook. He ought, however, to have begun by moving the P. to Q. Kt. fifth".]

33.	Kt. to K. square
34. Kt. to K. R. fourth	Q. to K. Kt. third
35. Kt. to K. second	P. to Q. Kt. fourth

["It is evident that Black could take neither the Rook, the Knight, nor the Pawn, without ruinous loss."]

36. Q. to Q. Kt. third	Kt. takes R.
37. P. takes Kt.	Q. R. to K. B. square
38. Kt. from R. fourth to K. B fourth	Q. to Q. Kt. third
39. R. to Q. B. square	P. to Q. fourth

["White has now lost all the superiority he at one time had."]

40. Q. to Q. Kt. second	R. to Q. B. square
41. Q. to K. fifth	Q. R. takes P.
42. R. takes R.	Q. takes R.
43. Q. to K. sixth	K. to Kt. second
44. Q. to K. Kt. sixth (check)	K. to R. square
45. Q. to K. R. sixth (check)	K. to Kt. square
46. Q. to K. Kt. sixth (check)	K. to R. square

47. Q. to R. fifth (check)	K. to Kt. square
48. Q. takes K. R. P.	

["He should have contented himself with a drawn battle."]

48.	Q. to K. second
49. Q. to K. R. fifth	Q. to K. B. third
50. Kt. to Q. fourth	B. to Q. B. third
51. P. to K. R. fourth	R. to K. R. second
52. Q. to Kt. fifth (check)	Q. takes Q.
53. P. takes Q.	R. to Q. B. second
54. Kt. from B. fourth to K. sixth	R. to K. second
55. Kt. to Q. B. fifth	B. to Q. second
56. K. to R. second	B. to Q. B. square
57. K. to Kt. third	K. to Kt. second
58. K. to B. fourth	R. to K. square
59. Kt. to Q. B. sixth	K. to B. second
60. Kt. to Q. R. seventh	K. to Kt. third
61. Kt. to Q. B. sixth	K. to Kt. second
62. P. to K. Kt. third	K. to Kt. third
63. Kt. to K. fifth (check)	K. to Kt. second
64. Kt. to Q. Kt. third	R. to K. R. square
65. Kt. to Q. B. sixth	R. to K. R. seventh
66. Kt. to K. seventh	R. takes P. (check)
67. K. to K. fifth	P. to K. B fifth

["The winning move."]

68. K. P. takes P.	P. to K. sixth
69. Kt. to Q. fourth	P. to K. seventh
70. Kt. to Q. B. second	R to K. B. eighth
71. P. to K. B. fifth	P. "Queens" (check)
72. Kt. takes Q.	R. takes Kt. (check)
73. K. to Q. sixth	R. takes Kt.
74. P. to B. sixth (check)	K. to B. second
75. P. takes R.	B. to K. B. fourth
76. K. takes P.	K. takes P.

And White resigned.

Game LX.

Between Messrs. Kolisch and Czarnowski.

(Irregular Opening.)

Black. (Mr. Czarnowski.)	*White.* (Mr. Kolisch.)
1. P. to Q. fourth	P. to K. B. fourth
2. Kt. to Q. B. third	P. to Q. fourth
3. Kt. to K. B. third	Kt. to K. B. third
4. Kt. to K. fifth	

["Premature."]

4.	P. to K. third
5. P. to Q. R. third	B. to Q. third
6. B. to K. Kt. fifth	Castles
7. P. to K. third	P. to Q. B. fourth
8. B. to K. second	Kt. to Q. B. third
9. Kt. takes Kt.	P. takes Kt.

["White has already the advantage of position."]

10. Castles	Q. to Q. B. second
11. P. to K. Kt. third	B. to Q. second
12. B. takes Kt.	R. takes B.
13. P. to K. B. fourth	R. to Q. Kt. square
14. R. to Q. Kt. square	P. takes P.
15. P. takes P.	P. to Q. B. fourth
16. K. to Kt. second	B. to Q. B. third
17. B. to K. B. third	R. to K. R. third
18. Kt. to K. second	P. takes P.
19. Q. takes P.	

["He would have done better by taking with the Kt."]

19.	B. to Q. Kt. fourth
20. Q. to Q. second	B. to Q. B. fourth
21. K. R. to K. square	P. to Q. fifth
22. P. to Q. Kt. fourth	B. to Q. Kt. third
23. Q. R. to Q. B. square	Q. R. to Q. square
24. Kt. to K. Kt. square	Q. to Q. B. fifth
25. Q. to K. second	P. to Q. sixth
26. P. takes P.	Q. to Q. fifth
27. Q. R. to Q. square	B. takes Q. P.
28. Q. to Q. R. second	R. to Q. third
29. P. to K. R. fourth	R. to K. Kt. third
30. Kt. to K. R. third	Q. to Q. B. sixth
31. R. to Q. B. square	B. to K. B. eighth (check)

["This move involves the exchange of several pieces, but we do not think the exchange is favorable to White if his opponent play correctly."]

32. R. takes B.	R. to Q. seventh (check)
33. K. to R. square	Q. takes R.
34. R. takes Q.	R. takes Q.
35. R. to Q. B. eighth (check)	K. to B. second
36. B. to K. R. fifth	K. to B. third
37. B. takes R.	

["By this capture Black allows the adverse King to enter his Knight's fifth square, which wins White the game. Kt to K. Kt. fifth would have been much stronger. We may remark that if White had then tried to save his Rook by moving it to K. R. third, the result would have been as follows:—

37. Kt. to K. Kt. fifth	R. to K. R. third
38. R. to K. eighth	R. to Q. R. eighth (check)

39. K. to Kt. second	R. to K. eighth
40. B. to K. B. third	

With a very safe game."]

37.	K. takes B.
38. R. to Q. B. third	

["Again, Kt. to Kt. fifth is the right move."]

38.	P. to K. R. third
39. P. to Q. R. fourth	R. to Q. seventh
40. P. to Q. R. fifth	B. to Q. fifth
41. R. to Q. Kt. third	K. to R. fourth
42. P. to Q. Kt. fifth	K. to Kt. fifth
43. Kt. to K. Kt. square	R. to Q. eighth
44. P. to Q. Kt. sixth	P. takes P.
45. P. takes P.	B takes Kt.
46. K. to Kt. second	B. to Q. B. fourth
47. P. to Kt. seventh	R. to Q. seventh (check)
48. K. to B. square	B. to Q. third
49. P. "Queens"	B. takes Q.
50. R. takes B.	K. takes Kt. P.
51. R. to Q. Kt. seventh	K. takes B. P
52. R. takes P.	P. to K. fourth
53. R. to K. Kt. sixth	K. to B. sixth
54. K. to K. square	R. to K. R. seventh
55. R. takes P.	P. to K. fifth
56. R. to K. sixth	R. takes P.
57. R. to K. eighth	P. to K. sixth
58. K. to Q. square	R. to Q. fifth (check)
59. K. to K. square	R. to Q. R. fifth
60. K. to Q. square	R. to Q. R. eighth (check)
61. K. to B. second	P. to K. seventh

And White Wins.

Game LXI.

Between Messrs. Winawére and Golmayo.

(*Sicilian Opening.*)

White. (Mr. Winawére.)	*Black.* (Mr. Golmayo.)
1. P. to K. fourth	P. to Q. B. fourth.
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to K. third
4. B. takes Kt.	Kt. P. takes B.
5. P. to Q. third	P. to Q. fourth

["Less good than P. to Q. third."]

6. Castles	B. to Q. third
7. P. to Q. B. fourth	Kt. to K. second
8. Q. to K. second	Castles
9. P. to Q. Kt. third	P. to K fourth

["An error which leads to the loss of a Pawn."]

10. K. P. takes P.	P. takes P.
11. Kt. takes P.	R. to K. square
12. Kt. to K. B. third	B. to K. Kt. fifth
13. B. to Q. Kt. second	Kt. to K. B. fourth

["If Mr. Golmayo had played the Kt. to K. Kt. third square, he would certainly have had the better game; *ex. gr.*:—

13.	Kt. to Kt. third
14. Q. to Q. square	Kt. to K. fourth
15. B. takes Kt.	B. takes B.
16. Q. Kt. to Q. second	B. takes R.
17. Q. takes B.	B. takes Kt.
18. Kt. takes B.	

And Black has the advantage."]

14. Q. to Q. square	P. to Q. fifth
15. Q. Kt. to Q. second	R. to K. third
16. P. to K. R. third	B. takes Kt.
17. Kt. takes B.	R. to K. Kt. third
18. K. R. to K. square	B. to Q. B. second
19. Q. to K. second	P. to K. R. third
20. Q. to K. fourth	R. to K B. third
21. K. to B. square	

["We fail to see the object of this move."]

21.	R. to Q. Kt. square
22. R. to K. second	Q. to Q. third
23. Q. R. to K. square	P. to Q. R. fourth

["Why advance a Pawn so far from the point of attack? Would it not have been more correct to defend the Kt. with the K. Kt. Pawn, thus liberating the Rook and affording the Kt. a good square of retreat?"]

24. Q. to K. Kt. fourth

["If—

24. P. to K. Kt. fourth	Kt. to Kt. sixth (check)
25. P. takes Kt.	Q. takes P.
26. R. to B. second	Q. takes P. (check)
27. K. to Kt. square	R. to K. B. fifth

And Black must win."]

24.	Q. to Q. B. third
25. B. to Q. B. square	P. to Q. R. fifth
26. Q. to K. fourth	Q. takes Q.

["This exchange of Queen's is not advantageous for the defence; while Q. to Q. second would have left to Black the benefit accruing from White's badly placed King."

At this point Black might readily commit himself. For instance, 9. Castles would be followed by 10. P. to K. B. fifth / P. to Q. B. fourth 11. Q. B. takes Kt. / P. takes Kt. 12. Q. takes Q. P. / Kt. P. takes B. 13. P. to K. B. sixth / Q. Kt. to B. third 14. Q. to K. B. fourth and Black's game is hopeless. 9. P. to Q. B. fourth would be equally disastrous, on account of 10. B. to Q. Kt. fifth (check) / B. to Q. second 11. P. to K. sixth / B. takes B. (if 11. P. takes P. 12. Kt. takes P.) 12. P. takes P. (check) / Kt. takes P. 13. Kt. to K. sixth / Q. to Q. second (If 13. Q. to Q. Kt. third 14. Q. Kt. takes Q. P. / Q. to Q. third 15. K. Kt. to B. seventh (check)) 14. Kt. takes B. / Kt. to Q. R. third 15. Q. to K. second &c. The manœuvres of the White Knights here are very instructive.

10. K. to R. square

This move has the advantage of preventing both 10. Q. B. to K. third which would be answered by 11. P. to K. B. fifth and 10. Castles which would lose Black a Pawn, by 11. Kt. to Q. Kt. third. In case of 10. Q. B. to K. third the best play on both sides would be: 10. Q. B. to K. third 11. K. to R. square / K. B. takes Kt. 12. B. takes B. / Castles 13. B. to Q. B. fifth / R. to K. square 14. K. B. to Q. third / Q. to Q. second equal game.

10.	B. takes Kt.
11. Q. takes B.	Q. B. to K. third
12. B. to Q. third	Q. Kt. to B. third
13. Q. to Q. B. fifth	

By playing 13. B. to Q. Kt. fifth followed by 13. Q. to Q. second 14. Q. to Q. B. fifth White appears, at first sight, to prevent Black castling on either side. But that line of play would not be really sound, for, after

14. Castles (Q.R.) 15. K. B. takes Kt. / Q. takes B. White would be compelled to permit Black to secure at least an equal game, by 16. Q. takes Q. / P. takes Q. For the capture of the Queen's Rook's Pawn at this point would expose White to the counter attack of 16. P. to Q. fifth against which the board offers no satisfactory defence. The following are the principal variations arising from this reply of Black:—(I.) 17. Kt. to K. second / B. to Q. fourth 18. Kt. takes Q.P. (If 18. R. to K. Kt. square / 18. Kt. to Kt. fifth 19. P. to K. R. third / Q. to K. R. third 20. Q. to Q. R. eighth, check / K. to Q. second 21. Q. to Q. R. fourth, check / P. to Q. B. third &c.) 18. B. takes P., ch. 19. K. to Kt. square / R. takes Kt. followed either by 20. Q. takes R. / B. takes R. 21. K. takes B. / R. to Q. square or by 20. Q. to Q. R. eighth, ch. / K. to Q. second 21. Q. takes K.R. / B. takes R. 22. Q. takes K. Kt. P. / R. to Q. eighth either of which variations would speedily result in a lost game to White. (II.) 17. Kt. to Q. square / B. to Q. fourth 18. R. to K. B. second (If 18. R. to K. Kt. square / 18. Q. takes Q. B. P.) 18. Kt. to Kt. fifth 19. R. to K. or Q. second / Q. to K. R. third Black having an easily won game. The line of play shown in this last variation would be equally effective against 17. Kt. to Q. R. fourth Finally, the defence 17. P. to K. B. fifth followed by 17. Kt. takes K.B P. 18. Kt. to Q. R. fourth / Kt. to K. R. fifth would be unavailing against the attack of 18. R. to B. second / Kt. takes Kt. P. &c.

13.	Q. to K. second
14. Q. takes Q.	Kt. takes Q.
15. Kt. to Q. Kt. fifth	K. to Q. second

The game is quite equal.

At this point Black might readily commit himself. For instance, 9. ——— Castles
would be followed by 10. P. to K. B. fifth / P. to Q. B. fourth 11. Q. B. takes Kt. / P. takes Kt.
12. Q. takes Q. P. / Kt. P. takes B. 13. P. to K. B. sixth / Q. Kt. to B. third 14. Q. to K. B. fourth and
Black's game is hopeless. 9. ——— would be equally disastrous,
P. to Q. B. fourth
on account of 10. B. to Q. Kt. fifth (check) / B. to Q. second 11. P. to K. sixth / B. takes B. (if 11. P. takes P.
12. Kt. takes P.) 12. P. takes P. (check) / Kt. takes P. 13. Kt. to K. sixth / Q. to Q. second
(If 13. Q. Kt. takes Q. P. / Q. to Q. Kt. third 14. K. Kt. to B. seventh (check) / Q. to Q. third 15. ———)
14. Kt. takes B. / Kt. to Q. R. third 15. Q. to K. second / ——— &c. The manœuvres of the White
Knights here are very instructive.

10. K. to R. square

This move has the advantage of preventing both 10. Q. B. to K. third
which would be answered by 11. P. to K. B. fifth / ——— and 10. Castles / ——— which
would lose Black a Pawn, by 11. Kt. to Q. Kt. third. / ——— In case of
10. Q. B. to K. third / ——— the best play on both sides would be: 10. Q. B. to K. third / ———
11. K. to R. square / K. B. takes Kt. 12. B. takes B. / Castles 13. B. to Q. B. fifth / R. to K. square
14. K. B. to Q. third / Q. to Q. second equal game.

10.	B. takes Kt.
11. Q. takes B.	Q. B. to K. third
12. B. to Q. third	Q. Kt. to B. third
13. Q. to Q. B. fifth	

By playing 13. B. to Q. Kt. fifth / ——— followed by 13. Q. to Q. second / ———
14. Q. to Q. B. fifth / ——— White appears, at first sight, to prevent Black castling on either side. But that line of play would not be really sound, for, after

14. Castles (Q.R.) 15. K. B. takes Kt. / Q. takes B. White would be compelled to permit Black to secure at least an equal game, by 16. Q. takes Q. / P. takes Q. For the capture of the Queen's Rook's Pawn at this point would expose White to the counter attack of 16. P. to Q. fifth against which the board offers no satisfactory defence. The following are the principal variations arising from this reply of Black:—(I.) 17. Kt. to K. second / B. to Q. fourth 18. Kt. takes Q.P. (If 18. R. to K. Kt. square / 18. Kt. to Kt. fifth 19. P. to K. R. third / Q. to K. R. third 20. Q. to Q. R. eighth, check / K. to Q. second 21. Q. to Q. R. fourth, check / P. to Q. B. third &c.) 18. B. takes P., ch. 19. K. to Kt. square / R. takes Kt. followed either by 20. Q. takes R. / B. takes R. 21. K. takes B. / R. to Q. square or by 20. Q. to Q. R. eighth, ch. / K. to Q. second 21. Q. takes K.R. / B. takes R. 22. Q. takes K. Kt. P. / R. to Q. eighth either of which variations would speedily result in a lost game to White. (II.) 17. Kt. to Q. square / B. to Q. fourth 18. R. to K. B. second (If 18. R. to K. Kt. square / 18. Q. takes Q. B. P.) 18. Kt. to Kt. fifth 19. R. to K. or Q. second / Q. to K. R. third Black having an easily won game. The line of play shown in this last variation would be equally effective against 17. Kt. to Q. R. fourth Finally, the defence 17. P. to K. B. fifth followed by 17. Kt. takes K.B P. 18. Kt. to Q. R. fourth / Kt. to K. R. fifth would be unavailing against the attack of 19. R. to B. second / Kt. takes Kt. P. &c.

13.	Q. to K. second
14. Q. takes Q.	Kt. takes Q.
15. Kt. to Q. Kt. fifth	K. to Q. second

The game is quite equal.

At this point Black might readily commit himself. For instance, 9. Castles would be followed by 10. P. to K. B. fifth / P. to Q. B. fourth 11. Q. B. takes Kt. / P. takes Kt. 12. Q. takes Q. P. / Kt. P. takes B. 13. P. to K. B. sixth / Q. Kt. to B. third 14. Q. to K. B. fourth and Black's game is hopeless. 9. P. to Q. B. fourth would be equally disastrous, on account of 10. B. to Q. Kt. fifth (check) / B. to Q. second 11. P. to K. sixth / B. takes B. (if 11. P. takes P. 12. Kt. takes P.) 12. P. takes P. (check) / Kt. takes P. 13. Kt. to K. sixth / Q. to Q. second (If 13. Q. to Q. Kt. third 14. Q. Kt. takes Q. P. / Q. to Q. third 15. K. Kt. to B. seventh (check)) 14. Kt. takes B. / Kt. to Q. R. third 15. Q. to K. second &c. The manœuvres of the White Knights here are very instructive.

10. K. to R. square

This move has the advantage of preventing both 10. Q. B. to K. third which would be answered by 11. P. to K. B. fifth and 10. Castles which would lose Black a Pawn, by 11. Kt. to Q. Kt. third. In case of 10. Q. B. to K. third the best play on both sides would be: 10. Q. B. to K. third 11. K. to R. square / K. B. takes Kt. 12. B. takes B. / Castles 13. B. to Q. B. fifth / R. to K. square 14. K. B. to Q. third / Q. to Q. second equal game.

10.	B. takes Kt.
11. Q. takes B.	Q. B. to K. third
12. B. to Q. third	Q. Kt. to B. third
13. Q. to Q. B. fifth	

By playing 13. B. to Q. Kt. fifth followed by 13. Q. to Q. second 14. Q. to Q. B. fifth White appears, at first sight, to prevent Black castling on either side. But that line of play would not be really sound, for, after

14. Castles (Q.R.) 15. K. B. takes Kt. / Q. takes B. White would be compelled to permit Black to secure at least an equal game, by 16. Q. takes Q. / P. takes Q. For the capture of the Queen's Rook's Pawn at this point would expose White to the counter attack of 16. P. to Q. fifth against which the board offers no satisfactory defence. The following are the principal variations arising from this reply of Black:—(I.) 17. Kt. to K. second / B. to Q. fourth 18. Kt. takes Q. P. (If 18. R. to K. Kt. square / 18. Kt. to Kt. fifth 19. P. to K. R. third / Q. to K. R. third 20. Q. to Q. R. eighth, check / K. to Q. second 21. Q. to Q. R. fourth, check / P. to Q. B. third &c.) 18. B. takes P., ch. 19. K. to Kt. square / R. takes Kt. followed either by 20. Q. takes R. / B. takes R. 21. K. takes B. / R. to Q. square or by 20. Q. to Q. R. eighth, ch. / K. to Q. second 21. Q. takes K. R. / B. takes R. 22. Q. takes K. Kt. P. / R. to Q. eighth either of which variations would speedily result in a lost game to White. (II.) 17. Kt. to Q. square / B. to Q. fourth 18. R. to K. B. second (If 18. R. to K. Kt. square / then 18. Q. takes Q. B. P.) 18. Kt. to Kt. fifth 19. R. to K. or Q. second / Q. to K. R. third Black having an easily won game. The line of play shown in this last variation would be equally effective against 17. Kt. to Q. R. fourth / P. to K. B. fifth Finally, the defence 17. Kt. to Q. R. fourth / Kt. takes K.B P. followed by 18. Kt. to K. R. fifth would be unavailing against the attack of 18. R. to B. second / Kt. takes Kt. P. &c.

13.	Q. to K. second
14. Q. takes Q.	Kt. takes Q.
15. Kt. to Q. Kt. fifth	K. to Q. second

The game is quite equal.

GAMES.

The four following games were played in the Tournament for the Emperor's Prize, and are taken, with the annotations, from the Book of the Paris Chess Congress, by Messrs. De Riviére and Neümann.

Game LIX.

Between Messrs. Steinitz and De Vere.

(*Irregular Opening.*)

White. (Mr. De Vere.)	*Black.* (Mr. Steinitz.)
1. P. to Q. B. fourth	P. to K. B. fourth

[If:—

1.	P. to Q. fourth
2. P. takes P.	Q. takes P.
3. Kt. to Q. B. third	Q. to Q. square
4. P. to Q. fourth	P. to K. third
5. P. to K. fourth	P. to Q. B. fourth
6. P. to Q. fifth	B. to Q. third
7. P. to K. B. fourth	P. takes P.
8. P. takes P.	Kt. to K. B. third
9. Kt. to K. B. third	Castles
10. B. to K. second	

The game is about equal.]

2. P. to K. third	P. to K. third
3. Kt. to Q. B. third	Kt. to K. B. third
4. P. to Q. fourth	Q. to K. second

["In occupying this spot with his Queen, Black had the intention to advance his K. Kt.'s Pawn one step, and then play his K.'s Bishop to K. Kt. second. The usual move is B. to K. second preparatory to Castling."]

5. B. to Q. third	Kt. to Q. B. third
6. P. to Q. R. third	P. to K. Kt. third
7. Kt. to K. B. third	B. to K. Kt. second
8. Castles	Castles

["We regard the two positions as equal."]

9. P. to Q. Kt. fourth	P. to Q. Kt. third
10. B. to Q. Kt. second	B. to Q. Kt. second
11. R. to Q. B. square	Kt. to Q. square
12. B. to Q. Kt. square	

["This move is not very strong; we should have preferred playing P. to Q. B. fifth, and in that case consider White would have had some advantage."]

12.	Kt. to K. B. second
13. P. to Q. fifth	P. to K. Kt. fourth

["We do not think this move so good as P. to K. fourth. If:—

13.	P. to K. fourth
14. B. to Q. R. second	P. to Q. third
15. Kt. to Q. R. fourth	Q. R. to Q. square

With a very secure game."]

14. Kt. to Q. Kt. fifth	P. to K. Kt. fifth
15. Kt. to K. fifth	Kt. to K. square
16. Kt. to Q. third	P. to K. fourth
17. Kt. to K. square	

["B. to Q. R. second looks better."]

17.	P. to Q. R. third
18. Kt. to Q. B. third	P. to K. fifth
19. Q. to Q. Kt. third.	P. to K. R. fourth
20. Kt. to K. second	P. to K. R. fifth
21. Kt. to K. B. fourth	Q. to K. Kt. fourth
22. P. to Q. B. fifth	B. takes B.
23. Q. takes B.	Kt. to K. Kt. second
24. B. to Q. R. second	B. to Q. B. square
25. P. takes Q. Kt. P.	P. takes P.
26. P. to Q. sixth	

["If White succeed in well supporting this Pawn, he will have the better game."]

26.	B. to Q. Kt. second
27. Kt. to Q. B. second	B. to Q. B. third
28. Kt. to Q. fourth	Q. to K. B. third
29. K. R. to Q. square	K. to K. R. second
30. B. takes Kt.	R. takes B.
31. Q. to Q. Kt. third	B. to Q. Kt. second

["The manœuvres of this Bishop are not at present very fortunate."]

32. R. to Q. B. seventh	R. to Q. Kt. square
33. Q. to Q. B. fourth	

["With the object of taking the Bishop and then playing his Q. to Q. B. eighth, and thus winning the Rook. He ought, however, to have begun by moving the P. to Q. Kt. fifth".]

33.	Kt. to K. square
34. Kt. to K. R. fourth	Q. to K. Kt. third
35. Kt. to K. second	P. to Q. Kt. fourth

["It is evident that Black could take neither the Rook, the Knight, nor the Pawn, without ruinous loss."]

36. Q. to Q. Kt. third	Kt. takes R.
37. P. takes Kt.	Q. R. to K. B. square
38. Kt. from R. fourth to K. B fourth	Q. to Q. Kt. third
39. R. to Q. B. square	P. to Q. fourth

["White has now lost all the superiority he at one time had."]

40. Q. to Q. Kt. second	R. to Q. B. square
41. Q. to K. fifth	Q. R. takes P.
42. R. takes R.	Q. takes R.
43. Q. to K. sixth	K. to Kt. second
44. Q. to K. Kt. sixth (check)	K. to R. square
45. Q. to K. R. sixth (check)	K. to Kt. square
46. Q. to K. Kt. sixth (check)	K. to R. square

47. Q. to R. fifth (check)	K. to Kt. square
48. Q. takes K. R. P.	

["He should have contented himself with a drawn battle."]

48.	Q. to K. second
49. Q. to K. R. fifth	Q. to K. B. third
50. Kt. to Q. fourth	B. to Q. B. third
51. P. to K. R. fourth	R. to K. R. second
52. Q. to Kt. fifth (check)	Q. takes Q.
53. P. takes Q.	R. to Q. B. second
54. Kt. from B. fourth to K. sixth	R. to K. second
55. Kt. to Q. B. fifth	B. to Q. second
56. K. to R. second	B. to Q. B. square
57. K. to Kt. third	K. to Kt. second
58. K. to B. fourth	R. to K. square
59. Kt. to Q. B. sixth	K. to B. second
60. Kt. to Q. R. seventh	K. to Kt. third
61. Kt. to Q. B. sixth	K. to Kt. second
62. P. to K. Kt. third	K. to Kt. third
63. Kt. to K. fifth (check)	K. to Kt. second
64. Kt. to Q. Kt. third	R. to K. R. square
65. Kt. to Q. B. sixth	R. to K. R. seventh
66. Kt. to K. seventh	R. takes P. (check)
67. K. to K. fifth	P. to K. B fifth

["The winning move."]

68. K. P. takes P.	P. to K. sixth
69. Kt. to Q. fourth	P. to K. seventh
70. Kt. to Q. B. second	R to K. B. eighth
71. P. to K. B. fifth	P. "Queens" (check)
72. Kt. takes Q.	R. takes Kt. (check)
73. K. to Q. sixth	R. takes Kt.
74. P. to B. sixth (check)	K. to B. second
75. P. takes R.	B. to K. B. fourth
76. K. takes P.	K. takes P.

And White resigned.

Game LX.

Between Messrs. Kolisch and Czarnowski.

(Irregular Opening.)

Black. (Mr. Czarnowski.)	*White.* (Mr. Kolisch.)
1. P. to Q. fourth	P. to K. B. fourth
2. Kt. to Q. B. third	P. to Q. fourth
3. Kt. to K. B. third	Kt. to K. B. third
4. Kt. to K. fifth	

["Premature."]

4.	P. to K. third
5. P. to Q. R. third	B. to Q. third
6. B. to K. Kt. fifth	Castles
7. P. to K. third	P. to Q. B. fourth
8. B. to K. second	Kt. to Q. B. third
9. Kt. takes Kt.	P. takes Kt.

["White has already the advantage of position."]

10. Castles	Q. to Q. B. second
11. P. to K. Kt. third	B. to Q. second
12. B. takes Kt.	R. takes B.
13. P. to K. B. fourth	R. to Q. Kt. square
14. R. to Q. Kt. square	P. takes P.
15. P. takes P.	P. to Q. B. fourth
16. K. to Kt. second	B. to Q. B. third
17. B. to K. B. third	R. to K. R. third
18. Kt. to K. second	P. takes P.
19. Q. takes P.	

["He would have done better by taking with the Kt."]

19.	B. to Q. Kt. fourth
20. Q. to Q. second	B. to Q. B. fourth
21. K. R. to K. square	P. to Q. fifth
22. P. to Q. Kt. fourth	B. to Q. Kt. third
23. Q. R. to Q. B. square	Q. R. to Q. square
24. Kt. to K. Kt. square	Q. to Q. B. fifth
25. Q. to K. second	P. to Q. sixth
26. P. takes P.	Q. to Q. fifth
27. Q. R. to Q. square	B. takes Q. P.
28. Q. to Q. R. second	R. to Q. third
29. P. to K. R. fourth	R. to K. Kt. third
30. Kt. to K. R. third	Q. to Q. B. sixth
31. R. to Q. B. square	B. to K. B. eighth (check)

["This move involves the exchange of several pieces, but we do not think the exchange is favorable to White if his opponent play correctly."]

32. R. takes B.	R. to Q. seventh (check)
33. K. to R. square	Q. takes R.
34. R. takes Q.	R. takes Q.
35. R. to Q. B. eighth (check)	K. to B. second
36. B. to K. R. fifth	K. to B. third
37. B. takes R.	

["By this capture Black allows the adverse King to enter his Knight's fifth square, which wins White the game. Kt to K. Kt. fifth would have been much stronger. We may remark that if White had then tried to save his Rook by moving it to K. R. third, the result would have been as follows:—

37. Kt. to K. Kt. fifth	R. to K. R. third
38. R. to K. eighth	R. to Q. R. eighth (check)

39. K. to Kt. second	R. to K. eighth
40. B. to K. B. third	

With a very safe game."]

37.	K. takes B.
38. R. to Q. B. third	

["Again, Kt. to Kt. fifth is the right move."]

38.	P. to K. R. third
39. P. to Q. R. fourth	R. to Q. seventh
40. P. to Q. R. fifth	B. to Q. fifth
41. R. to Q. Kt. third	K. to R. fourth
42. P. to Q. Kt. fifth	K. to Kt. fifth
43. Kt. to K. Kt. square	R. to Q. eighth
44. P. to Q. Kt. sixth	P. takes P.
45. P. takes P.	B takes Kt.
46. K. to Kt. second	B. to Q. B. fourth
47. P. to Kt. seventh	R. to Q. seventh (check)
48. K. to B. square	B. to Q. third
49. P. "Queens"	B. takes Q.
50. R. takes B.	K. takes Kt. P.
51. R. to Q. Kt. seventh	K. takes B. P
52. R. takes P.	P. to K. fourth
53. R. to K. Kt. sixth	K. to B. sixth
54. K. to K. square	R. to K. R. seventh
55. R. takes P.	P. to K. fifth
56. R. to K. sixth	R. takes P.
57. R. to K. eighth	P. to K. sixth
58. K. to Q. square	R. to Q. fifth (check)
59. K. to K. square	R. to Q. R. fifth
60. K. to Q. square	R. to Q. R. eighth (check)
61. K. to B. second	P. to K. seventh

And White Wins.

Game LXI.

Between Messrs. Winawére and Golmayo.

(*Sicilian Opening.*)

White. (Mr. Winawére.)	*Black.* (Mr. Golmayo.)
1. P. to K. fourth	P. to Q. B. fourth.
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to K. third
4. B. takes Kt.	Kt. P. takes B.
5. P. to Q. third	P. to Q. fourth

["Less good than P. to Q. third."]

6. Castles	B. to Q. third
7. P. to Q. B. fourth	Kt. to K. second
8. Q. to K. second	Castles
9. P. to Q. Kt. third	P. to K fourth

["An error which leads to the loss of a Pawn."]

10. K. P. takes P.	P. takes P.
11. Kt. takes P.	R. to K. square
12. Kt. to K. B. third	B. to K. Kt. fifth
13. B. to Q. Kt. second	Kt. to K. B. fourth

["If Mr. Golmayo had played the Kt. to K. Kt. third square, he would certainly have had the better game; *ex. gr.*:—

13.	Kt. to Kt. third
14. Q. to Q. square	Kt. to K. fourth
15. B. takes Kt.	B. takes B.
16. Q. Kt. to Q. second	B. takes R.
17. Q. takes B.	B. takes Kt.
18. Kt. takes B.	

And Black has the advantage."]

14. Q. to Q. square	P. to Q. fifth
15. Q. Kt. to Q. second	R. to K. third
16. P. to K. R. third	B. takes Kt.
17. Kt. takes B.	R. to K. Kt. third
18. K. R. to K. square	B. to Q. B. second
19. Q. to K. second	P. to K. R. third
20. Q. to K. fourth	R. to K B. third
21. K. to B. square	

["We fail to see the object of this move."]

21.	R. to Q. Kt. square
22. R. to K. second	Q. to Q. third
23. Q. R. to K. square	P. to Q. R. fourth

["Why advance a Pawn so far from the point of attack? Would it not have been more correct to defend the Kt. with the K. Kt. Pawn, thus liberating the Rook and affording the Kt. a good square of retreat?"]

24. Q. to K. Kt. fourth

["If—

24. P. to K. Kt. fourth	Kt. to Kt. sixth (check)
25. P. takes Kt.	Q. takes P.
26. R. to B. second	Q. takes P. (check)
27. K. to Kt. square	R. to K. B. fifth

And Black must win."]

24.	Q. to Q. B. third
25. B. to Q. B. square	P. to Q. R. fifth
26. Q. to K. fourth	Q. takes Q.

["This exchange of Queen's is not advantageous for the defence; while Q. to Q. second would have left to Black the benefit accruing from White's badly placed King."

27. P. takes Q.	Kt. to K. second
28. B. to Q. R. third	B. to Q. R. fourth
29. R. to Q. square	B. to Q. Kt. fifth
30. B. to Q. B. square	P. takes P.
31. P. takes P.	B. to Q. B. sixth

["R. to Q. B. third pleases us better."]

32. B. to Q. R. third	R. to Q. B. third
33. Kt. to K. fifth	R. to Q. B. second
34. Kt. to Q. third	Q. R. to Q. B. square
35. P. to K. B. fourth	Kt. to Kt. third
36. P. to K. B. fifth	

["Mr. Winawćre has now an easy game to win."]

36.	Kt. to B. square
37. P. to K. fifth	Kt. to Q. second
38. P. to K. sixth	P. takes P.
39. P. takes P.	Kt. to Q. Kt. square
40. P. to K. seventh	R. to K. square
41. B. takes P.	Kt. to Q. B. third
42. P. to Q. Kt. fourth	Kt. takes P.
43. B. to Q. sixth	R. to Q. Kt. second
44. P. to Q. B. fifth	K. to B. second
45. Kt. to K. fifth (check)	K. to K. third
46. Kt. to Kt. sixth (dis. check)	

And Black abandons the Game.

Game LXII.

Between M. le Baron d'Andre and Mr. Rousseau.

(*Irregular Opening.*)

White. (M. le Baron.)	*Black.* (Mr. Rousseau.)
1. P. to K. B. fourth	P. to Q. fourth
2. P. to Q. Kt. third	P. to Q. B. fourth
3. P. to K. third	Kt. to Q. B. third
4. Kt. to K. B. third	B. to K. Kt. fifth
5. B. to K. second	P. to K. third
6. Castles	Kt. to K. B. third
7. B. to Q. Kt. second	B. to K. second

["The début is very correctly played on both sides."]

8. Q. to K. square	Q. to Q. B. second
9. Q. to K. Kt. third	Castles on Q.'s side
10. Kt to Q. R. third	P. to Q. R. third
11. B. takes Kt.	

["Well played; White now wins the exchange."]

11.	Q. B. takes Kt.
12. B. takes K. B.	B. takes B.
13. B. takes R.	Q. takes B.
14. R. to B. second	Q. to K. B. third
15. R. to Q. Kt. square	B. to K. R. fourth
16. P. to Q. B. third	B. to Kt. third
17. R. to Q. B. square	B. to K. fifth
18. P. to Q. fourth	P. takes P.
19. B. P. takes P.	P. to K R. fourth
20. P. to K. R. fourth	R. to K. R. third
21. Q. to K. Kt. fifth	K. to Q. second
22. Kt. to Kt. square	Kt. to K. second
23. Kt. to Q. second	B. to K. R. second
24. P. to Q. Kt. fourth	Kt. to K. B. fourth
25. Kt. to K. B. third	

["Perfect. White evidently wished his K.'s Pawn to be captured, intending then to give check with his Kt. at K. fifth, and afterwards to take the Bishop's Pawn, &c."]

25.	K. to Q. third
26. Kt. to K. fifth	B. to Kt. square
27. R. to Q. B. eighth	R. to R. square
28. Q. takes Q.	P. takes Q.
29. Kt. takes P. (check)	

["All this is very cleverly conceived."]

29.	K. to Q. second
30. K. R. to Q. B. second	B. takes Kt.
31. R. takes R.	Kt. takes K. P.
32. R. to Q. B. third	

["R. to K. R. seventh is better."

32.	Kt. to Q. B. fifth
33. R. to Q. Kt. square	Kt. to Q. third
34. P. to Q. R. fourth	B. to Kt. third
35. P. to Q. Kt. fifth	P. takes P.
36. P. takes P.	B. to K. fifth
37. P. to Q. Kt. sixth	P. to K. fourth
38. Q. P. takes P.	P. takes P.
39. P. takes P.	Kt. to K. B. fourth
40. R. takes P. (check)	

["M. d'Andre is entitled to high commendation for the vigorous manner in which he sustained the attack through the whole progress of the game."]

40.	K. to K. third
41. R. to Q. B. sixth (check)	

And Black resigned.

The next is an interesting Game, played in the Warsaw Tournament.

Game LXIII.

(*Scotch Gambit.*)

Black. (Mr. Kleczynski.)	*White.* (Mr. D. Winawére.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. P. to Q. fourth	P. takes P.
4. Kt. takes P.	Q. to K. B. third
5. B. to K. third	B. to Q. B. fourth
6. P. to Q. B. third	B. to Q. Kt. third
7. B. to K. second	P. to Q. third
8. Castles	K. Kt. to K. second
9. Kt. to Q. Kt. fifth	Castles
10. B. takes B.	Q. B. P. takes B.
11. Q. takes P.	B. to K. third
12. Kt. to Q. B. seventh	Q. R. to Q. square
13. Q. to K. Kt. third	Kt. to K. Kt. third
14. P. to K. B. fourth	B. to Q. B. square
15. Kt. to Q. fifth	Q. to Q. third
16. Kt. to Q. R. third	P. to K. B. fourth
17. Q. R. to Q. square	P. takes K. P.
18. K. to R. square	K. to K. R. square
19. Kt. takes P.	Q. to K. third
20. Kt. takes B.	R. takes R.
21. B. takes R.	Q. takes Kt.

[The disparity between the two games is not great. Black has gained a Pawn, but his opponent has, we think, a little advantage in position.]

22. Kt. to Q. B. fourth	Q. to Q. B. second
23. B. to Q. B. second	Kt. to Q. fifth

[Very well conceived.]

24. B. takes P.	Q. takes Kt.
25. B. to Q. third	Q. takes Q. R. P.
26. P. takes Kt.	Q. takes P.
27. Q. to K. R. third	Q. to Q. Kt. third
28. P. to K. B. fifth	Q. to K. B. third

[This portion of the battle is highly critical, and ably played.]

29. R. to K. B. third	Kt. to K. second

[R. to Q. B. square, just now, appears to be a move worth looking at.]

30. P. to K. Kt. fourth	R. to Q. B. square
31. Q. to K. R. fifth	Q. takes Q. P.

[This Pawn should have been labelled "dangerous."]

32. P. to K. B. sixth	P. to K. Kt. third

[Checking with the Rook would have been mere waste of labour, *e. g.*:—

32.	R. to B. eighth (check)
33. K. to Kt. second	R. to Kt. eighth (check)
34. K. to R. third	P. to K. Kt. third
35. P. takes Kt., &c.]	
33. Q. to K. R. sixth	R. to K. Kt. square

And Black gave mate in two moves.

Game LXIV.

The two following are games in the little match between Messrs. Anderssen and Zukertort.

(King's Gambit refused.)

White (Mr. Anderssen.)	*Black* (Mr. Zukertort.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. to Q. fourth
3. P. takes Q. P.	P. to K. fifth
4. B. to Q. Kt. fifth (check)	P. to Q. B. third
5. P. takes P.	Kt. takes P.
6. Kt. to K. second	Kt. to K. B. third
7. P. to Q. fourth	B. to Q. third
8. Castles	Castles
9. P. to Q. B. fourth	B. to K. Kt. fifth
10. B. to K. third	R. to Q. B. square
11. Q. Kt. to B. third	Kt. to Q. Kt. fifth
12. P. to Q. R. third	Kt. to Q. sixth

[Mr. Zukertort in the *New Berlin Schachzeitung*, to which we owe the present and its companion game, pronounces the move to be an error. We should have played P. to Q. R. third.]

13. P. to Q. B. fifth	B. takes Kt.
14. Q. takes B.	B. to Q. Kt. square
15. Q. R. to Q. square	

[This seems preferable to capturing the Kt. at once.]

15.	Q. to K. second
16. B. takes Kt.	P. takes B.
17. Q. takes P.	Kt. to K. Kt. fifth
18. B. to Q. B. square	K. R to Q. square
19. P. to Q. Kt. fourth	P. to Q. Kt. third
20. Kt. to K. fourth	R. to Q. B. third
21. P. to K. R. third	Kt. to K. B. third
22. Kt. takes Kt. (check)	R. takes Kt.
23. Q. R. to K. square	Q. to Q. B. second
24. Q. to Q. B. fourth	P. to K. R. third
25. P. to Q. fifth	K. to R. second

26. Q. to K. fourth (check)	R. to K. Kt. third
27. P. to Q. sixth	Q. to Q. B. square
28. P. to K. B. fifth	R. to K. Kt. sixth
29. P. to K. B. sixth (dis. check)	R. to Kt. third
30. P. takes K. Kt. P.	P. takes Q. B. P.
31. P. to Kt. eighth, "Queens," giving check	K. R. takes Q.
32. R. takes B. P. (check)	K. R. to Kt. second
33. R. takes R. (check)	K. takes R.
34. B. to Q. Kt. second (check)	K. to R. second
35. Q. to K. seventh (check)	K. to Kt. square
36. R. to K. B. square	

And Mr. Anderssen won the game.

Game LXV.

(Salvio Gambit.

White (Mr. Anderssen.)	*Black* (Mr. Zukertort.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. Kt. to K. B. third	P. to K. Kt. fourth
4. B. to Q. B. fourth	P. to Kt. fifth
5. Kt. to K. fifth	Q. to K. R. fifth (check)
6. K. to B. square	Kt. to K. R. third
7. P. to Q. fourth	P. to K. B. sixth
8. Kt. to Q. B. third	P. to Q. third
9. Kt. to Q. third	P. takes P. (check)
10. K. takes P.	B. to K. Kt. second
11. Kt. to K. B. fourth	Castles
12. B. to K. third	K. to R. square
13. Q. to Q. second	P. to K. B. fourth
14. P. to K. fifth	P. takes P.
15. P. takes P.	Kt. to Q. B. third

[Mr. Zukertort remarks that if he had now taken the Pawn with his Bishop, Mr. Anderssen could have played Kt. to Kt. sixth (check), and then have captured the Kt.]

16. P. to K. sixth	P. to Q. Kt. third
17. B. to Q. fifth	B. to Q. Kt. second
18. P. to K. R. third	Q. R. to Q. square
19. P. takes P.	Q. takes P. (check)
20. K. to B. second	Kt. to K. second
21. Q. R. to K. Kt. square	

[The situation is peculiarly interesting at this crisis, and requires great nicety of play.]

21. B. takes B.
22. Q. Kt. takes B.

[If he had taken the Queen, the result would have been :—

22. R. takes Q. Kt. takes R. (check)
23. K. to Kt. third B. takes R.
24. Q. to K. square Kt. takes B. &c.]

22. Kt. takes Kt.
23. Kt. takes Kt.

[Again, as the *Berlin Schachzeitung* shows, White could not take the Queen advantageously. For example :—

23. R. takes Q. Kt. takes R. (check)
24. K. to Kt. third Kt. takes Kt.
25. Q. to K. square Kt. takes K. P., &c.]

23. P. to K. B. fifth

[Well played, Mr. Zukertort.]

24. B. to Q. fourth

[If he had taken the Queen here, the following is the probable continuation :—

24. R. takes Q. P. takes B. (double-check)
25. K. takes P. Kt. takes R. (check)
26. K. to K. fourth R. takes Kt.]

24. R. takes Kt.
25. B. takes B. (check)

[If now he had taken the Queen, Black easily wins,—

25. R. takes Q. Kt. takes R. (check)
26. K. to B. third R. takes B.
27. Q. to K. square Kt. to K. fourth (check.)
28. K. to B. second P. to K. B. sixth, &c.]

25. Q. takes B.
26. Q. takes R. Kt. to K. Kt. fifth (check)
27. R. takes Kt. Q. takes R.
28. R. to K. Kt. square Q. to K. R. fifth (check)
29. K. to B. square Q. to K. R. sixth (check)
30. R. to Kt. second Q. to K. sixth
31. R to K. second Q. to K. R. sixth (check)
32. K. to K. square Q. to K. R. fifth (check)
33. K. to Q. second (!)

[A slip which costs the game. It is doubtful, however, whether with the best play he could have done more than make a drawn battle from this point.]

33. R. to Q. eighth

Mr. Anderssen resigns.

Game LXVI.

This game was played in connection with the Adelaide (Australia) Chess Tournament of the present year, between Messrs. H. Charlick and R. Hale.

(*Irregular Opening.*)

White. (Mr. Hale.)	*Black.* (Mr. Charlick)
1. P. to K. third	P. to Q. fourth
2. Kt. to K. B. third	P. to Q. B. fourth
3. P. to Q. B. fourth	P. to K. third
4. P. takes P.	P. takes P.
5. P. to Q. fourth	Kt. to Q. B. third
6. Kt. to Q. B. third	Kt. to K. B. third
7. P. to Q. Kt. third	

[This was evidently a mis-reckoning.]

7.	P. takes P.
8. K. Kt. takes P.	B. to Q. Kt. fifth
9. B. to Q. Kt. second	Kt. to K. fifth
10. Q. to Q. third	Q. to K. R. fifth
11. P. to K. Kt. third	Q. to K. B. third
12. P. to K. B. fourth	B. to Q. second
13. B. to K. Kt. second	Kt. to K. fourth

[Well played.]

14. Q. to Q. B. second	Kt. takes Kt.
15. B. takes Kt.	R. to Q. B. square
16. P. takes Kt.	Q. takes P.
17. B. takes B.	

[A very clever and unexpected manœuvre.]

17.	R. takes Q.
18. Kt. takes R.	P. to Q. R. fourth

[The natural move is Q. to Q. Kt. seventh, but that does not turn out satisfactorily. For suppose,—

18.	Q. to Q. Kt. seventh
19. K. to Q. second	B. to K. B. fourth
20. K. R. to Q. B. square	B. takes Kt.
21. R. takes B.	Q. takes Q. R.
22. R. to Q. B. eighth (check)	K. to Q. second
23. R. to K. R. third (check)	P. to K. B. fourth
24. R. takes P.	

Mate.]

19. B. to Q. second	

[Better than taking the Q. R. P.,—

19. B. takes Q. R. P.	P. to Q. fifth
20. B. to Q. Kt. sixth	P. to Q. sixth
21. B. to Q. fourth	Q. to K. R. fourth, &c.]
19.	B. to Q. Kt. fourth
20. Kt. to Q. fourth	Castles
21. K. to B. second	Q. to K. B. third (check)

22. B. to K. B. third	B. to Q. sixth
23. Q. R. to Q. B. square	Q. to Q. third
24. R. to Q. B. third	B. to K. Kt. third
25. P. to Q. R. fourth	P. to K. R. fourth
26. K. R. to Q. B. square	P. to R. fifth
27. R. to Q. B. fifth	B. to K. fifth
28. B. takes B.	P. takes B.
29. R. takes Q. R. P.	R. to Q. square
30. R. to K. Kt. fifth	P. to K. Kt. third
31. R. to K. Kt. fourth	P. to K. B. fourth.
32. R. takes K. R. P.	P. to K. Kt. fourth
33. R. to K. R. third	Q. to Q. second

[Black's first intention was to march on with his K. B.'s Pawn, but on calm reflection he found this would not be prudent. The result of the advance is shewn in the following continuation :—

33.	P. to K. B. fifth
34. Kt. P. takes P.	P. takes P.
35. R. to K. Kt. square (check)	K. to B. square
36. R. to K. R. eighth (check)	K. to B. second (best)
37. R. to R. seventh (check)	K. to B. square (best)
38. B. to Q. Kt. fourth	Q. takes B.
39. Kt. to K. sixth	

And White mates in two more moves.]

34. R. to Q. B. fifth	R. to K. B. square
35. B. to Q. B. third	R. to Q. B. square
36. R. takes P.	

[This, upon examination, proves a better line of action than either Kt. takes P. or Kt. to K. sixth, or Kt. to Q. B. sixth; but whether better than Kt. to Q. Kt. fifth or Kt. to K. second, we have some doubts.]

36.	R. to Q. B. fourth
37. R. takes R.	Q. takes R.
38. R. takes P. (check)	K. to B. second
39. K. to Kt. square	Q. to Q. second
40. R. to B. fifth (check)	K. to Kt. third
41. R. to K. B. fourth	Q. to Q. fourth
42. K. to Kt. second	P. to Q. Kt. third
43. P. to K. Kt. fourth	Q. to Q. B. fourth
44. B. to K. square	Q. to Q. fourth
45. P. to K. R. fourth	P. to Kt. fourth

[A desperate, and, strange to say, a successful device to make a drawn game by stalemate.]

46. P. takes P.	Q. to K. fourth
47. P. to R. fifth (check)	K. to Kt. fourth
48. R. to B. fifth (check)	K. takes Kt. P.
49. R. takes Q.	

And Black is stalemated and the game drawn

Correspondence.

THE KING'S BISHOP'S GAMBIT.

To the Editors of "The Chess World."

Gentlemen,—I have much pleasure in supplying the omission in my recent analysis, to which your correspondent Mr. Wormald has called attention in this month's number, by subjoining a few additional variations which show, I think, that the suggested line of defence is scarcely less inefficient than those already examined.

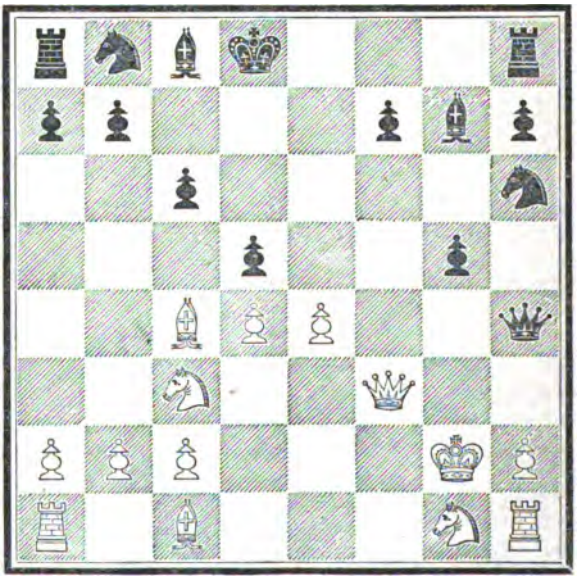
I was not aware, until now, that this particular form of the Bishop's Gambit is cursorily noticed in Der Laza's "Handbuch."

Yours truly,

Dundee, *September* 18*th*. 1868. GEO. B. FRASER.

Position of the forces after Black has played 11. P. to Q. fourth, as suggested by Mr. Wormald, in the "Chess World" for September.

BLACK.



WHITE.

12. Q. to K. Kt. third

This is apparently much stronger than capturing Pawn with Pawn, or retreating Bishop, as proposed by Mr. Wormald.

12. Q. takes Q. (best)

Black has three other moves at this juncture, which it may be as well to examine before proceeding further, viz:—12. Q. Kt. to Kt. fifth, 12. P. to K. B. third, and 12. K. to K. square:—

Firstly—

12.	Q. to K. Kt. fifth
13. B. takes P. (check)	P. to K. B. third
14. B. takes K. Kt.	B. takes B. (best)
15. Q. takes Q.	B. takes Q.
16. P. takes P.	R. to K. Kt. square
17. P. takes P. and wins.	

Secondly—

12.	P. to K. B. third
13. Q. takes Q.	P. takes Q.
14. B. takes K. Kt.	B. takes B. (best)
15. P. takes P.	B. to K. sixth
16. P. takes P.	Q. Kt. takes P.
17. Kt. to K. B. third, with best game.	

And Thirdly—

12.	K. to K. square
13. B. takes K. Kt. P.	Q. takes Q.
14. P. takes Q.	B. takes Q. P.
15. R. takes K. Kt.	B. takes Q. Kt. (best)
16. P. takes K. B.	P. takes K. B.
17. B. to K. B. sixth	R. to K. Kt. square
18. R. takes R. P.	Q. Kt. to Q. second
19. P. to K. fifth, with best game.	

We now resume the original game.

13. P. takes Q. B. takes Q. P.

For the result of Black's playing, 13. P. takes K. B., or 13. Kt. to K. Kt. fifth, see Var. I. and II. It is seemingly of little avail to support the Knight's Pawn by 13. P. to K. B. third, or move 13. K. to K square, as White recovers the Pawn, with a superior position.

14. B. takes P. (check) K. to Q. B. second (best)

If he play instead of this,—

14.	P. to K. B. third
then 15. B. takes Kt.	B. takes Q. Kt. best
16. P. takes B.	P. takes B.
17. B. to K. Kt. seventh	R. to K. square
18. B. takes P. (check) and wins	
or if 14.	K. to K. square
15. R. takes Kt.	B. takes Q. Kt. (must)
16. P. takes B.	P. takes B.
17. B. to K. B. sixth, &c., &c.	

15. B. to K. B. fourth (check) K. to Kt. third (best)
16. Kt. takes Q. P. (check) P. takes Kt.
17. R. takes Kt. (check) P. to K. B. third
18. B. takes Q. P. and wins

VARIATION I.

Commencing at Black's 18th move.

13. P. takes B.
14. B. takes P. (check) K. to Q. B. second
15. B. to K. B. fourth (check) K. to Kt. third (best)
16. B. takes K. Kt. B. takes Q. P.
17. Kt. to Q. R. fourth (check) K. to R. third (best)
18. P. to Q. B. third, recovering Pawn, with best position.

VARIATION II.

13. Kt. to Kt. fifth

This is perhaps preferable to any of the other defences. If he adopt 13. K. to K. square, the result is analogous to that already arrived at under the third sub-variation.

14. P. takes P. B. takes Q. P.
15. P. takes P. P. to K. B. third
16. P. takes Q. Kt. P. B. takes P. (check)
17. B. to Q. fifth Kt. to Q. B. third
18. Kt. to Kt. fifth B. to K. fourth
19. Kt. to K. B. third, and Black's game is inferior.

G. B. FRASER.

Dundee, *September* 18*th*, 1868.

RETTENDON, CHELMSFORD, *August* 18*th*, 1868.

TO THE EDITORS OF "THE CHESS WORLD."

MY DEAR SIRS,—The non-appearance of my promised remarks, to which Mr. Catlow alludes in his letter given in your last issue, would almost warrant his belief that I had allowed "judgment to go by default," nevertheless, although I have been very dilatory about it, I have not altogether overlooked the point we are *amicably* contesting. (I want that last adverb considerably emphasised, as a short but effective answer to some of the kindly remarks in which my unknown—to me—brother Chess-player has indulged)

Mr. Catlow has put his finger on the weak places of my attack, this I must fairly admit, but I do not yet yield; what I may have to do in the future is another thing, for I believe against both the fifth and sixth defences I gave for Black, I can strengthen the attack so considerably, that I shall, in nearly all the variations, win; and at any rate draw the game in those in which I fail to secure the victory.

Before giving the analyses, I must in justice to myself remark, that the "weaknesses" were owing more to a desire to establish a demonstrated conclusion, than to a failure in the initiatory move of the attack. *That*, I still maintain, is the best at White's disposal, and the variations I now offer would have been given before, only that I was adverse to an indeterminate end-game if conclusiveness could be—and, as I rather rashly deemed had been—attained.

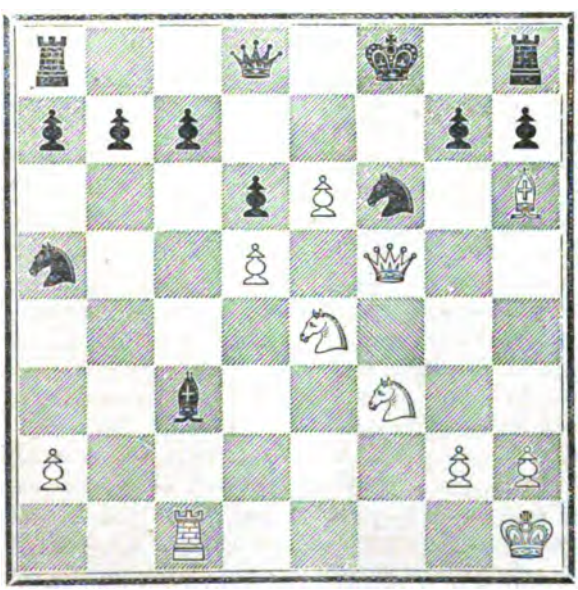
Those that are interested in Mr. Catlow's defence to the Mortimer Gambit are referred to Vol. III. pp. 52, 138, 361 and 421, but more particularly to pp. 138, 139 and 140.

The attacks assailed are those I have mentioned, the "Fifth" and "Sixth," on the assumption, then, that the first four are unassailable, which I do not assert. I proceed to show that my move of 23. B. to K. R. sixth is the best White has, by varying his afterplay. In the "Fifth Defence," instead of the move 24. B. takes Kt. P. (check) I propose for White

24. R. to Q. B. square

To facilitate reference, I give here a diagram of the solution after White's 24th move:—

BLACK.



WHITE.

What Black's best move would be at this juncture I am at a loss to determine, but P. takes B., B. to Q. Kt. seventh, or P. to Q. B. third seems the most feasible. Suppose then—

24.	P. takes B.
25. R. takes B.	K. to Kt. second

This is useless, but what else has he?

26. Kt. takes Kt.	R. to K. B. square

[If 26. Q. takes Kt., 27. R. takes Q. B. P. (check) and wins.]

27. R. takes Q. B. P. (check)	Q. takes R.
28. Q. takes K. R. P. (check)	K. takes Kt.
29. Q. takes Q.	P. to Q. Kt. third

And White I apprehend can win easily by 30. Q. to Q. B. third (check), or 30. Q. takes Q. P.

Let Black now play—

24.	B. to Q. Kt. seventh
25. B. takes P. (check)	K. takes B.
26. Q. to Kt. fifth (check)	K. to B. square
27. Q. to R. sixth (check)	K. to K. square

[He can draw of course by going back to the Kt.'s square.]

28. Q. to Kt. seventh	Q. to K. second

[If 28. R. to K. B. square, 29. R. takes Q. B. P., and White has the best of it.]

29. Q. takes R. (check)	Q. to K. B. square
30. Kt. takes Kt. (check)	B. takes Kt.
31. Q. takes K. R. P.	Q. to K. Kt. second

[If he play here Q. to K. second, B. to K. second, B. to Kt. second, or R. to Q. B. square, he will speedily lose.]

32. R. takes Q. B. P.

And White remains with two passed Pawns in excess, and the dangerous advanced Pawns for the piece he is in arrear. He may indeed keep his Queen if he choose, and content himself with a single Pawn, with a good prospect of drawing the game.

Now for—

24.	P. to Q. B. third
25. R. takes B.	P. takes B.

[Can he do better?]

26. Kt. takes Kt.	K. to K. second

[Q. to K. second loses off-hand, and he has no further choice.]

27. P. takes P.	P. takes P.

28. R. takes P.

And Black collapses.

In the sixth defence, after Black's twenty-sixth move of Q. to K. Kt. third, I remark that "forcing the exchange of Queens is his best line of play," and proceed by making White capture the Queen at once; this I think is not his strongest move, I fancy 27. Kt. to K. R. fourth will prove better; if then:—

27.	Q. takes Q.
28. Kt. takes Q. (check)	K. to K. square.

[His best move, I believe.]

30. R. takes B.

And the Pawns must be equal, whilst for his piece minus, White has compensation enough in position to draw, I think.

In conclusion, I would hazard an inference. It appears to me that Mr. Catlow, from what he says in his last letter, does not estimate his move so highly as he did. The words, "as good," in the last paragraph, don't exactly correspond with the tenor of his letter at page 52, Vol. III.

I am, DEAR SIRS,
Very truly yours,
WILLIAM S. PAVITT.

TO THE EDITORS OF "THE CHESS WORLD."

GENTLEMEN,—In the last July number of the *Chess World* there is an article, by G. B. Fraser, on the King's Bishop's Gambit, in which he states—"White's sixth move, as is well known, is the commencement of the "McDonnell attack." At this stage McDonnell continued the game by 7. K. to Kt. second, instead of which I propose to do so by 7. Q. to K. B. third." From the wording of the above, your correspondent could hardly have been aware of the following note at page 318 of Mr. Staunton's "Handbook,"—"You may now adopt the very ingenious mode of carrying on the attack, which we owe to McDonnell, viz:—

6. P. to K. Kt. third	P. takes P.
7. K. to Kt. second	Q. to K. R. third

[Jaenisch recommends 7. Q. to K. B. third, instead of 7. K. to Kt. second.]

8. P. takes P.	Q. to K. Kt. third

[Black has a slight advantage.]"

Your correspondent will also observe, by the above note, that Black has another move besides the five moves which he gives as the only ones possible.

Yours truly,

Demerara, Aug. 1st, 1868. E. G. Y.

Chess Gossip.

THE LATE PROFESSOR DUNCAN FORBES.—The following tribute to the memory of Dr. D. Forbes, with the accompanying game, we extract from the *Bath Chronicle*:—"The recent lamented death of the distinguished Oriental scholar and author, Professor Duncan Forbes, creates a void in the ranks of English Chess which it will be difficult, if not impossible, adequately to supply. In addition to his varied and extensive acquirements in Eastern lore, Dr. Forbes had an encyclopedical acquaintance and familiarity with the history and antiquities of Chess which has been possessed by no writer on the subject, either living or dead. An appointment he formerly held in the British Museum gave him access to the ample store of rare MMS. relating to Oriental Chess owned by that establishment, of which he skilfully availed himself in the composition of his learned work, 'The History of Chess.' To him alone is due the merit of having set at rest the long-vexed question regarding the birthplace of the noble game, by proving, as he has indisputably done, that it originated in India. Professor Forbes was an enthusiastic amateur of the time-honoured pastime whose archæology he understood so well, and a player of no ordinary calibre. The following *partie* was contested by him some time ago, at the St. George's Chess Club, against Captain Kennedy:—

(French Opening.)

Black (Professor Forbes.)	*White* (Captain Kennedy.)
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. P. takes P.	P. takes P.
4. P. to Q. B. fourth	Kt. to K. B. third
5. Kt. to Q. B. third	B. to Q. Kt. fifth
6. P. to Q. R. third	B. takes Kt. (check)
7. P. takes B.	Castles
8. Kt. to K. B. third	R. to K. square (check)
9. B. to K. second	P. takes P.
10. Castles	P. to Q. Kt. fourth
11. P. to Q. R. fourth	P. to Q. B. third
12. Kt. to K. fifth	B. to Q. Kt. second
13. B. to K. B. third	Kt. to Q. fourth
14. Q. to Q. B. second	Q. Kt. to Q. second
15. B. takes Kt.	Kt. takes Kt.
16. B. to K. fourth	Kt. to Q. sixth
17. B. takes Kt.	P. takes B.
18. Q. takes P.	P. to Q. R. fourth
19. Q. to K. Kt. third	K. R. to K. third
20. B. to K. third	K. R. to K. Kt. third
21. Q. to K. B. fourth	P. to Q. Kt. fifth
22. P. to K. B. third	P. takes P.
23. K. R. to Q. B. square	P. to Q. B. fourth
24. P. takes P.	Q. to Q. sixth
25. Q. R. to Q. Kt. square	Q. to K. seventh
26. B. to K. B. second	P. to Q. B. seventh
27. R. takes B.	Q. to Q. eighth (check)

28. B. to K. square	P. to K. R. third
29. Q. to Q. second	Q. takes K. B. P.
30. Q. R. to Q. seventh	Q. to Q. B. third
31. K. R. takes P.	R. takes K. Kt. P. (check)
32. Q. takes R.	Resigns.

Obituary.

DEATH OF PROFESSOR DUNCAN FORBES.—We are grieved to have to announce the death of this distinguished Oriental scholar, who expired at his residence in Burton Crescent a few weeks since. For above thirty years, the name of Dr. Forbes has been a household word among the Amateurs of Chess in England. At one time he was a player of considerable skill, and the composer of many highly meritorious Chess Problems. It is not, however, as a Chess-player or Chess-problematist that Dr. Forbes has earned a right to be remembered reverentially by the lovers of the game; his claims to their regard are based on surer ground: they rest upon the enduring foundation of his admirable "History of Chess," the most profound and interesting account of the "Royal pastime" which we possess. This eminently valuable treatise comprises a description of the earliest Chess of which there is any record,—the *Chaturanga*, or Primæval Hindú Chess; its gradual change into the *Shatranj*, or Mediæval game; the introduction of the game from India into Persia, and subsequently into Arabia. It then traces the progress of Chess towards the West, and shows how it was carried into the Lower Empire by the Persians, and into Western Europe by the Arabs. It treats, most entertainingly and learnedly, of early Chess in France and Germany; of Chess in Scandinavia, England, Italy, and Russia. Gives animated pictures of Modern Oriental Chess, Chess in Abyssinia, Syria, Egypt, Persia, Hindustan, Chess in Burmha, Sumatra, Java, Malacca, Borneo, and China. A great charm and merit of the book is that it deals with the practical quite as much as with the theoretical nature of the game. We are not merely told that the Primæval Chess was called *Chaturangi*, but in that case, as in every other of importance, we are taught the moves and powers of the pieces, have explained to us the technical expressions of the game, and are presented with illustrative diagrams of curious games and solutions. Besides the "History of Chess," Dr. Forbes was the writer of innumerable articles, in the various Chess organs, on the subject of the game, his passion for which continued unabated to the end. To the world at large he was best known as the author of some of the best educational works in the Oriental characters, now used in the colleges and schools of India, including a Hindustani-English and English-Hindustani Dictionary, a Grammar of the Hindustani Language, and a Grammar of the Persian Language.

Problem XXXIX.—By Mr. W. Grimshaw.

A competitive Problem in the West Rhenish Tourney.

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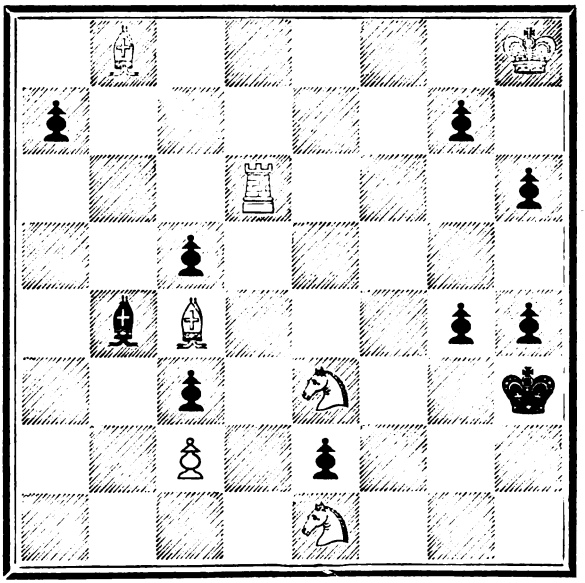

WHITE.

White to play and mate in three moves.

Problem XL.—By Mr. Richard Rabson, B.A.

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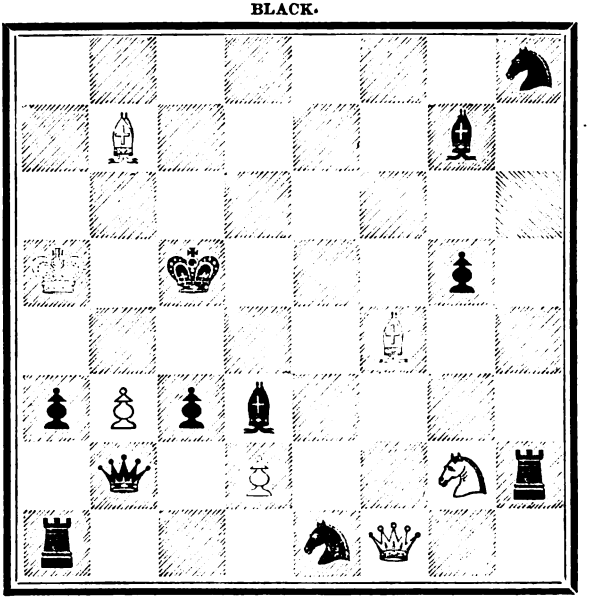

WHITE.

White to play and mate in three moves.

Problem XLI.—By Mr. J. Miles Hill.

One of the competitive Problems of the British Tourney.

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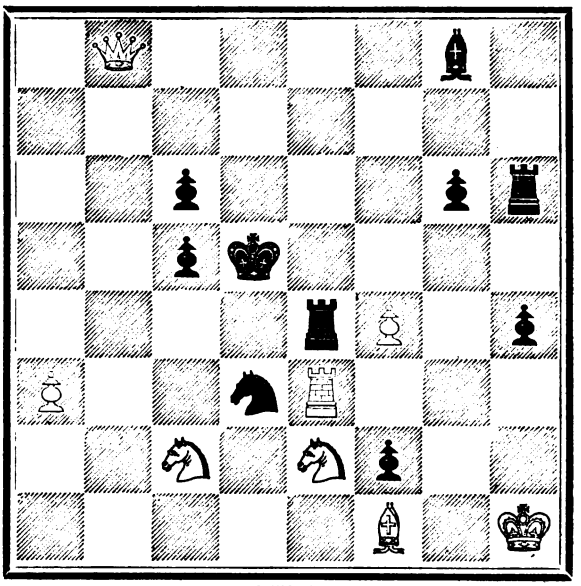

WHITE.

White to play and mate in four moves.

Problem XLII.—Prize Problem in the "Sphinx" Tourney.

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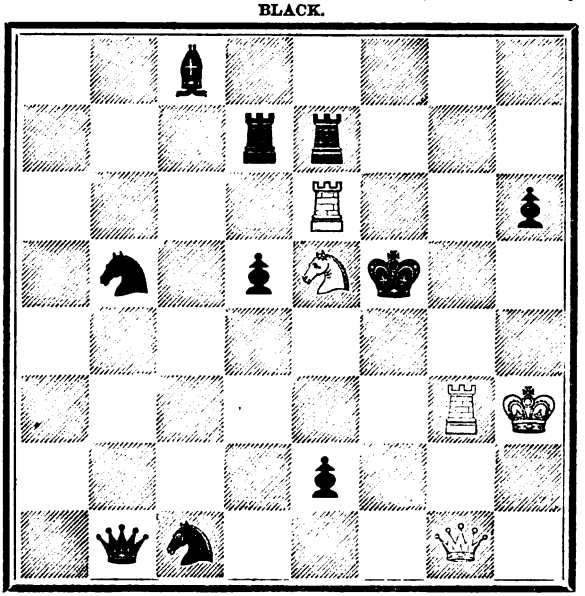

WHITE.

White to play and mate in four moves.

Problem XLIII.—By Mr. CONRAD BAYER.
(La Stratégie.)

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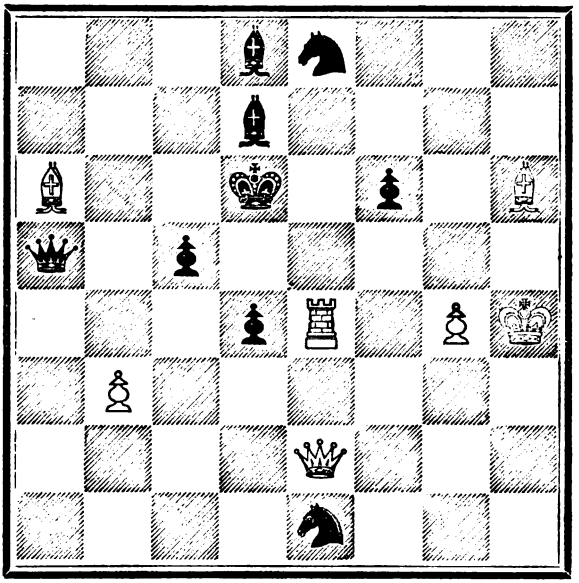

WHITE.

White to play and mate in four moves.

Problem XLIV.—By Mr. CONRAD BAYER.
(Neue Berliner Schachzeitung.)

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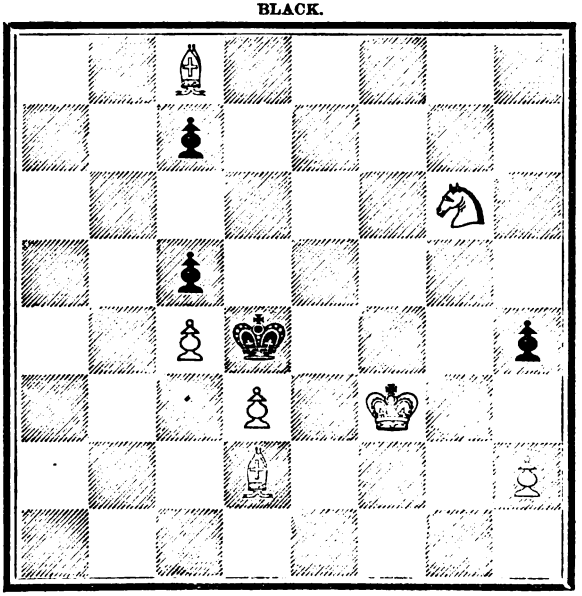


WHITE.

White to play and mate in five moves.

The Chess World.

THE PROFESSOR'S DAUGHTER.

You ask me to contribute something to the *Chess Player's Annual.** It is so many years since I took an active interest in the game, that I find some difficulty in complying with the request. The claims of my class, and the duties of the laboratory, absorb most of my time; and when I do play a game of chess, I feel that I have lost much of the old trick, and have acquired none of the new. Some of my pupils are as deeply read in Staunton's *Handbook* as I could wish them to be in my *Manual of Chemistry*, and it is not always pleasant to be beaten by men who cram their chess for play as they cram their science for an examination. In fact, my game is like the book which the poet Voss characterizes in that terrible distich:—

"Dein redseliges Buch lehrt mancherlei Neues und Wahres;
Wäre das Wahre nur neu; wäre das Neue nur Wahr!"
"New things and true things are taught, my friend, in thy gossiping volume:
"Oh that the true things were new! Oh that the new things were true!

Hence I seldom play at chess, and have neither game nor problem to offer you. If, however, the relation of a youthful adventure (important, indeed to me, but of small value to your readers) be worth a place in your *Annual*, you are welcome to insert it. Of course I do not wish my name to appear; but you may allow me the pseudonyme of Albert.

It was in the memorable chess year when De la Bourdonnais and McDonnell played their matches, that I left England to take up my abode at a celebrated German University, in order to improve my knowledge of analytical chemistry in the laboratory of Professor Steilmann. My highest ambition was to be a good chemist, and to this end I determined to sacrifice all other pursuits; or, at any rate, so to subordinate them that they should not interfere with my main object. The advice of my favourite Voss was ever before me:

"Nicht hab' Uebervertraun, noch Misstraun; strebe bescheiden
Etwas, nicht Alles zu sein, aber noch weniger nichts."

Despairing of being at once a good chemist and a fine chess-player, I determined to sacrifice chess, and avoided the University Club, and was shy of the company of chess-players. It was, however, difficult to carry out the resolution;

* This little story first appeared in Tomlinson's *Chess Player's Annual.*

the Professor being himself a votary of the game, and a hero-worshipper withal. His heroes were two: Berzelius the chemist, and the Chess-writer Koch. He was always quoting the *Lehrbuch der Chemie* and the *Codex der Schachspielkunst;* two works so perfect in his estimation, that he looked with suspicion on anything in chemistry not expressed in the unwieldy nomenclature of the learned Swede, and positively shrank from any discovery that cast a doubt on his chemical views; so also would he reject as heretical any new move or new opening if it had not the sanction of the *Codex*. He justified his choice in this way: "Is not Berzelius the greatest chemist in the world? Has he not written the most elaborate and logical treatise on Chemistry—that 'wise daughter of a foolish mother'—that the world ever saw? And did not Berzelius quote my arrangement of pseudomorphous groups as the best? Why, then, shall I not love Berzelius? And as for the honoured Koch, is he not a brother professor at Kloster Berge and preacher in the Cathedral at Magdeburgh [Königlich Westphälicher Superintendent und Domprediger in Magdeburgh]. He has enlightened chess by his genius, and made it respectable by his profession. Shall I not, therefore, love Koch?

Such was the Professor's mode of reasoning. For my own part, I stuck to the Lehrbuch, and generally succeeded in turning the Professor's thoughts from the Codex by asking how I could express some simple atomic formula in the more complex orthodox symbols.

My diligence so won upon the Professor, that he invited me to his little evening parties, where I met the other professors, their wives and daughters, and a few favoured students like myself; but soon observed that love of chess was quite as good a passport to these *soirées* as knowledge of chemistry. The Professor was a widower; but his only child, a lovely girl of eighteen, presided at these parties. She played chess with sufficient skill to beat most of the students, and her father was not a little proud of her accomplishment. It was confidentially whispered that the Professor would allow her to marry none but a good chess-player. He argued, that knowledge of the game indicated steadiness of character (*ballast*, as we call it), prudence, forethought, analytical skill, so essential to a chemist, and patience, equally essential to a disciple of Berzelius; and believing his daughter to possess all these virtues, he naturally wished her future husband to be equally accomplished, just as a man whose daughter is an heiress, in seeking a partner for her, looks to his estate. However, she was a sweet girl—a little inclined to pedantry; and he was a kind old man—a good deal so inclined. He was short, with a large head and silver grey hair, streaming in abundance down his neck as if to make up for its absence in front. His features were small—nose very small (not an indication of a large mind, certainly); the face of a healthy pink, which appeared all the brighter from the contrast with his grey hair and his black velvet cap. He had a stoop, which was apparently increased by his head projecting considerably

forward. His hands were very small and narrow, and the fingers long—a conformation to which I often thought that he owed much of his manipulatory skill. When he did not wear his professor's gown, he delighted in a black velvet robe, which assisted by his stoop, hung considerably forward. What was remarkable for a chemist, his hands were always clean, his linen spotless, and I never saw an acid stain upon his dress. Although much of this precision was natural to the good old man, it must have failed occasionally but for the constant attention of Miss Steilmann, who was devotedly attached to her father, and proud of his personal appearance. And certainly the affection was mutual. It showed itself in various ways at these little *soirées*. When she played the piano or sang, the Professor could not play at chess or discuss Berzelius, though ready for both when any one else was performing. When she brought out some piece of fancy-work or other specimen of her skill, he watched with nervous anxiety the looks and words of the professors' wives and daughters, and was as grateful for a word of encouragement from them as Hedwig herself. "Poor thing!" I heard him say, partly to himself; "she has no mother." But I am wandering from my text. I was speaking of chess.

I have seen him watch a game all through; and as his daughter was approaching the inevitable mate (I don't mean a pun), the benevolent old man would regard the student with a sort of compassionate shake of the head, as much as to say, "You won't do."

On these occasions, caring little for the music, I used generally to make up to the geological professor, and engage him in conversation on his favourite science. He was really a profound man, and the short sentences which he puffed out with the smoke of his long pipe were worth attending to. But how to escape the ever-recurring question "Don't you play chess? All educated Englishmen are fond of the game." It makes me blush to think of the many shifts and evasions to which I was driven: without actually plunging into a lie, I have performed many a circuit round one; declaring that I *had* played, and knew the moves—that it was too scientific, and so on. When asked if I had ever seen McDonnell play, "Who is McDonnell?" was my answer. (The fact, however, was, that I had played many games with that great man, who gave me a knight and ——. Ah, well! never mind.) This excited still more surprise in the good Germans. "What! an Englander fresh from his native land, and not know McDonnell!"

After going to one or two of these parties, I found that they were becoming more and more attractive to me; and the cause of the attraction was neither the Professor of Geology nor the game of chess. What, then, was it? If any one suggest the Professor's daughter, it is not in me to deny the soft impeachment; for certainly there was enough in her of beauty, both of mind and person, sweetness of temper and engaging expression, and the low musical voice, the exponent of all three, to justify my preferring her before geology, chemistry,

and chess. Suffice it, therefore, that on one particular evening (it was the last *soirée* of the Easter term, my third term in the University), Hedwig came smiling towards me, and, with a slight blush on her fair open face, invited me to be her partner in a consultation game against her father and a student who was reckoned a strong player. I don't know whether any incautious word of mine had led Hedwig or her father to penetrate my secret; but whether or no, the invitation placed me in a dilemma. If I declined, I should have conveyed an expression of indifference to one whom I was anxious to please; if I accepted, I should probably betray my skill, and thus be drawn into the magic circle of chess-play. However, I accepted the invitation, and sat opposite to my fair partner at a small table, with our opponents some way off, although this was scarcely necessary, for the music and the conversation would have prevented our overhearing their deliberations had they been nearer. On casting lots, the move fell to our opponents, and they opened a gambit, which we accepted. They resolved it into the old form of Allgaier, which is so well known.* All the book moves were made, up to the eighth move of the first players. Hedwig suggested every move, and I did not venture to differ; but now was a grand opportunity of playing a new move in the defence (suggested, I believe, by Horny, but not much known at that time), viz., K. B. to Q. third. I could not resist the opportunity of proposing this move to Hedwig.

H.—But that confines our Q. P. and Q. B.; besides, they can play their K. P. upon our two pieces.

A.—I need scarcely point out to you, Mademoiselle, that if they do so, we capture the pawn for nothing; for if they retake with the Queen, we win her by K. R. to K.

"That is very true," said Hedwig, musing. "I wonder what papa will say to that; I am afraid he will not think it a legitimate move. But how is this, Mr. Albert? I thought you knew nothing of chess beyond the moves, and in your first game you play like a master!"

A.—Indeed, Mademoiselle, I think very lightly of my poor skill. But this move is not my own; it is by a countryman of yours—Herr Horny.

H.—Then I do not think papa ought to object to it. Shall we try it?

A.—If you have no decided objection.

I fancied that she had an objection to play anything that seemed to be heretical, lest her father should not be pleased; but I could not resist the

* 1. P. to K. fourth — P. to K. fourth
2. P. to K. B. fourth — P. takes P.
3. K. Kt. to B. third — P. to K. Kt. fourth
4. P. to K. R. fourth — P. to K. Kt. fifth
5. Kt. to Kt. fifth — P. to K. R. third
6. Kt. takes K. B. P. — K. takes Kt.
7. Q. takes P. — K. Kt to B. third
8. Q. takes K. B. P.

temptation of calling out "8. K. B. to Q. third," and watching the effect on the Professor.

When the move was first announced, the old man looked as if we had made a mistake. He glanced alternately at his board and at us; and seeing that we made no sign, he looked again, and hastily getting up, came to us and said, "Why, that loses a piece. We push the Pawn, of course. How could you play such an absurd move, Hedwig?"

H.—I am only a consenting party, papa; it is Mr. Albert's move.

"Well, then, he must take the consequences," said the Professor, resuming his seat, and pushing the pawn.

I immediately called out "9. B. takes P.;" and if the old man was surprised before, he was astonished now. He looked again and again at the board, and then came to us in some agitation and said, "Yes, if we take, we lose the Queen; and if we do not take, we lose the game. But how is this, sir—I thought you were not a chess-player?"

I made the same reply to the Professor as I had already done to his daughter. All the Company now assembled round the board, and the *coup* was discussed and admired. But one result, which I regarded at the time as a misfortune, was that many, in one unanimous voice, declared that I must be a chess-player by book, or by nature, as was proved by this crucial experiment of playing the right move at the right time.

"What shall his punishment be? He shall sit down this instant, and play a game with Miss Steilmann, in the presence of this goodly Company."

Thus was I getting deeper into difficulties every moment. I sat down, determined to play my very worst. I knew that my fair companion had a tolerably good book knowledge of the openings, and could take advantage of any ordinary blunders of mine. I therefore hoped still to be able to establish my reputation as a very bad player. Every one present being interested in the tourney, there were plenty of spectators; and the Professor sat by his daughter's side, and, resting his elbows on the table and his face on his hands, looked on with as much grimness as his mild face was capable of.

"What shall I play, papa?" asked Hedwig, after we had each moved K. P. two steps.

"A regular King's gambit," answered the Professor. "I want to see how he manages the defence."

Accordingly, Hedwig played 2. P. to K. B. fourth, and I replied 2. P. takes P.

To her third move, 3. K. Kt. to B. third, I replied, 3. P. to K. R. third.

The Professor knit his brows, and leaned forward as if to make sure that I had really played so weak a move. Some of the company smiled.

H.—4. K. B. to Q. B. fourth. *A.*—4. Q. to K. second.

Hedwig played 5. P. to Q. fourth, and the Professor nodded approvingly,

as if to say, "That's right, my dear! If he takes the pawn, there is danger of his losing his Queen."

However, I did take the pawn, checking, and Hedwig played 6. K. to B. second.

Every one looked with some amusement to see if I moved my Queen out of the jaws of the lion; it was my object to lose her, and I played 6. K. Kt. to B. third, a move which no one wondered at after such a specimen of play as was exhibited by my third move. Of course, Hedwig played R. to K. Most of the spectators tittered; some of them turned away to seek other amusement, thoroughly convinced of the truth of my repeated assertions that I was a weak player: the Professor leaned back in his chair, and regarded me with his "*You* won't do" expression.

Now, I don't think I am a vain man; but on this occasion I was stung by that titter—hurt by the Professor's contempt, which I was afraid Hedwig might share. I was, therefore, no longer anxious to lose the game. On the contrary, I determined to do my best to win it. I had not very accurately measured Hedwig's strength, but thought it likely that, even after losing my Queen, a little combination might give me such an advantage in position as would enable me to retrieve the game. The spirit of the old Westminster Club revived within me, and my fancy pictured McDonnell commanding the sable host, with his admiring Boswell, in the person of Greenwood Walker, by his side. I no longer saw before me the fair young thing that had wound herself about my heart, but a chess foe that could only be beaten in stern fight. I played 7. P. to Q. fourth, and Hedwig captured the Queen, of course. My eighth move, Kt. takes R., checking, on which K. retired to Kt. square; and my ninth, P. takes B., caused the Professor to lean forward again; and I felt instinctively that his interest in me was beginning to revive. Some of the lookers-on advanced closer to the table, and Hedwig was evidently alarmed at the price she had paid for my Queen. She played 10. the obvious move, Q. to K. second, and my equally obvious reply was 10. P. to K. B. fourth. Her Q. then captured the Pawn at my Q. B. fifth. I played 11. Q. Kt. to B. third, and she took the Pawn at K. B. fifth with her Q. B. This enabled me to get the move into my own hands. I played 12. P. to K. Kt. fourth, and she captured my Q.B.P.

The Professor was somewhat restless in his seat during these moves, and the company was silent. When I played 13. K. R. to R. second, some one whispered, "He knows what he is about."

The Bishop retired—13. B. to K. Kt. third, and I advanced my K. B. P. upon him, and he retired to K. B. second. I now brought my heavy artillery forward—15. K. R. to K. second, and Hedwig took the opportunity of playing 16. Q. Kt. to Q. second. I next played 16. Q. B. to K. third, which of course was met by 17. P. to Q. fifth.

"He does indeed know what he's about," said one, in a tolerably loud

whisper. "All these moves are compelling ones, you see." I now castled, and the move was accompanied with a buzz of surprise. My fair opponent had evidently only two things to do, either to capture Kt. with Kt., or to take B. with Pawn. She naturally preferred the former, inasmuch as it still left a piece *en prise*. Whereupon I played 19. B. takes P., threatening the Queen and winning back the Knight. The Q. retired to her B. third, and at move twenty I captured the Kt. with my B.

The poor Professor was much excited: drops of perspiration stood on his brow; he was anxious for his daughter's chess reputation, which he thought would be permanently damaged in losing such a game, after winning the Queen. He was too honest a player to give a hint, or even to make the most distant allusion to what ought to be the move; he was, however, evidently relieved when he saw his daughter play 21. Kt. to Q. fourth. His face brightened with the thought that Hedwig's three pieces bearing on my castled King's side, and with my Kt. immoveable, must turn the game in her favour; but a cloud again came over his face when I pinned the Kt. by playing 21. B. to K. Kt. second. But she brought her R. to the rescue: 22. R. to Q., and hope again dawned. But I also had a Rook to oppose to her Rook, and I mercilessly played 22. K R. to Q. second, doubling my Rooks. In order to liberate her Kt. and still pin mine, her next move was 23. Q. to Q. B. fourth; whereupon I took Kt. with B., for as some one whispered, "His Knight attacks her Queen's fourth square as effectually as if it were free." 24. She took my B. with her B., and I retook with R. 25. R. takes R. on both sides, thus leaving me with three pieces against the Queen.

The Professor was in despair, and moved uneasily in his seat. Hedwig had evidently given up all hope of retrieving the game. She might have checked at K. sixth, but with no effect, as she probably saw; for she played 26. Q. to K. second; and now to complete the cruel work on which I was engaged, I played 26. Kt. to K. fourth, having a move in store, which I thought would immediately finish off the game. Her natural move was 27. P. to Q. B. third; to which I replied 27. P. to K. B. sixth. "A good move," remarked some one behind me. The Professor directed a piteous look to the speaker. Hedwig of course played 28. P. takes P., upon which the Kt. retook, checking. If the K. went to B. second or to Kt. second, the Q. was lost by R. to Q. seventh. If the K. went to K. B., the Q. was equally lost by B. to Q. sixth. The only move therefore was 29. K. to R. I then played R. to Q. seventh; the Q. went to B. square, and I mated with the R.

(To be continued.)

GAMES.

Game LXVII.

This and the three next games are derived, with the notes, from the forthcoming Book of the Paris Chess Congress.

(Centre Gambit.)

Black (Mr. From).	*White* (Mr. Golmayo).
1. P. to K. fourth	P. to K. fourth
2. P. to Q. fourth	P. takes P.
3. P. to Q. B. third	P. to Q. fourth
4. Q. takes P.	P. takes P.
5. Q. takes Q. (check)	

["Exchanging Queens, for the purpose of preventing an adversary from castling, is not usually a real advantage to the first player; in this case, too, he remains with a Pawn less."]

5.	K. takes Q.
6. B. to Q. B. fourth	B. to K. third
7. B. takes B.	P. takes B.

["Mr. Golmayo preferred to simplify the game, at the cost of a doubled Pawn; we think he was right."]

8. Kt. to Q. second	Kt. to K. B. third
9. Kt. to K. second	B. to Q. B. fourth
10. Kt. to K. Kt. third	P. to K. sixth
11. P. takes P.	B. takes P.
12. Kt. to Q. B. fourth	B. takes B.
13. R. takes B.	Q. Kt. to Q. second
14. Castles	K. to K. second
15. Q. R. to K. square	K. to B. second
16. K. Kt. to K. fourth	P. to K. R. third
17. P. to K. Kt. fourth	K. to K. second
18. Kt. to K. Kt. third	P. to K. Kt. third
19. P. to K. R. third	Q. R. to K. square
20. Q. R. to K. second	K. to Q. square
21. K. R. to K. square	Q. Kt. to K. B. square
22. Kt. to K. fifth	R. to K. R. second
23. P. to Q. R. fourth	K. Kt. to Q. second
24. Kt. to Q. third	R. to K. B. second
25. K. to Kt. second	Kt. to Q. Kt. third
26. P. to Q. R. fifth	Kt. to Q. fourth

["White, meantime, has a good position, and a Pawn more than his opponent."]

27. P. to Q. R. sixth	P. to Q. Kt. third
28. R. to K. fourth	P. to Q. B. fourth.
29. Kt. to K. fifth	R. to K. B. fifth
30. Kt. to Q. B. sixth (check)	K. to B. second
31. Kt. takes Q. R. P.	R. to Q. R. square

32. Kt. to Kt. fifth (check)	K. to Q. B. third
33. P. to Q. B. fourth	R. takes R.
34. R. takes R.	Kt. to Q. B. second
35. Kt. takes Kt.	K. takes Kt.
36. R. to K. B. fourth	Kt. to Q. second
37. R. to K. B. seventh	R. takes P.
38. Kt. to K. fourth	R. to Q. R. seventh
39. R. to K. R. seventh	

["R. to K. seventh or R. to K. Kt. seventh would have been better."]

39.	R. takes P. (check)
40. K. to Kt. third	R. to Q. Kt. sixth (check)
41. K. to Kt. second	R. to K. sixth
42. Kt to B. sixth	R. to Q. sixth
43. Kt takes Kt.	R. takes Kt.
44. R. takes K. R. P.	R. to K. Kt. second
45. K. to B. third	K. to Q. third
46. K. to K. fourth	P. to K. Kt. fourth
47. R. to K. R. eighth	R. to K. B. second
48. R. to K. R. fifth	R. to B. fifth (check)
49. K. to K. third	R. takes Q. B. P.
50. R. takes P.	

["K. to Q. third would have been better play."]

50.	R. to B. sixth (check)
51. K. to B. fourth	R. takes P.
52. R. to Kt. eighth	P. to Q. Kt. fourth
53. P. to Kt. fifth	P. to K. fourth (check)
54. K. to Kt. fourth	R. to K. R. eighth
55. P. to K. Kt. sixth	P. to Q. Kt. fifth
56. K. to B. fifth	R. to K. Kt. eighth
57. P. to K. Kt. seventh	K. to K. second
58. K. takes P.	

["R. to Q. B. eighth appears to afford Black a chance of drawing the game"]

58.	K. to B. second
59. R. to Q. B. eighth	K. takes P.
60. K. to Q. fifth	K. to B. third
61. K. to Q. B. fourth	R. to Q. B. eighth (check)
62. K. to Kt. third	K. to K. third
63. R. to Q. eighth	R. to Q. B. sixth (check)
64. K. to Kt. second	K. to K. fourth
65. R. to K. eighth (check)	K. to Q. fifth
66. R. to. Q. eighth (check)	K. to Q. B. fifth
67. R to Q. seventh	R. to K. R. sixth
68. R. to Q. second	P. to Kt. sixth
69. R to K. Kt. second	K. to Kt. fifth
70. R. to Kt. eighth	R. to R. seventh (check)
71. K. to Kt. square	P. to B. fifth

72. R. to K. Kt. fourth	R. to Q. seventh
73. K. to B. square	R. to K. R. seventh
74. K. to Kt. square	K. to Q. R. sixth
75. K. to B. square	P. to Kt. seventh (check)
76. K. to Kt. square	R. to R. eighth (check)

And Mr. From resigned.

Game LXVIII.

(Scotch Gambit.)

White. (Mr. Rosenthal.)	*Black.* (Mr. Winawer.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. P. to Q. fourth	P. takes P.
4. Kt. takes P.	Q. to K. R. fifth
5. Kt. to Q. Kt. fifth	B. to Q. B. fourth

["This defence is not satisfactory, as we see by the moves which follow. He had better have taken the K.'s Pawn with his Queen."]

6. Q. to K. second	B. to Q. Kt. third
7. B. to K. third	B. to Q. R. fourth (check)
8. B. to Q. second	B. takes B. (check.)
9. Kt. takes B.	Q. to Q. square
10. Castles	

["White's position is very superior."]

10.	P. to Q. R. third
11. Kt. to Q. B. third	P. to Q. third
12. P. to K. B. fourth	K. Kt. to K. second
13. P. to K. B. fifth	Kt. to K. fourth
14. Kt. to K. B. third	Kt. takes Kt.
15. Q. takes Kt.	Kt. to Q. B. third
16. P. to K. R. fourth	B. to Q. second
17. B. to Q. B. fourth	Kt. to K. fourth
18. Q. to K. second	Kt. takes B.
19. Q. takes Kt.	Castles
20. P. to K. Kt. fourth	P. to Q. Kt. fourth
21. Q. to Q. fourth	B. to Q. B. third
22. P. to K. Kt. fifth	R. to Q. Kt. square
23. K. R. to K. square	

["The first of a series of feeble moves. He should have pushed the attack by playing here P. to K. B. sixth."]

23.	R. to K. square
24. P. to K. fifth	P. takes P.
25. Q. to Q. B. fifth	B. to Q. second
26. Q. to Q. fifth	

["Again, P. to K. B. sixth, would have been far better than the useless move chosen by Mr. Rosenthal."]

26.	B. takes P.
27. R. takes P.	Q. takes Q.
28. R. takes R. (check)	R. takes R.
29. Kt. takes Q.	K. to B. square
30. Kt. takes Q. B. P.	R. to Q. B. square
31. R. to Q. fifth	B. takes Q. B. P.
32. R. to Q. B. fifth	B. to K. B. fourth
33. Kt. takes Q. R. P.	R. takes R. (check)
34. Kt. takes R.	K. to K. second
35. K. to Q. second	K. to Q. third
36. P. to Q. Kt. fourth	K. to K. fourth
37. K. to K. third	K. to Q. fourth
38. P. to Q. R. third	K. to Q. B. fifth
39. K. to B. fourth	B. to K. Kt. third
40. K. to K. fifth	K. to Q. B. sixth
41. K. to Q. fifth	K. to Kt. seventh
42. P. to Q. R. fourth	P. takes P.
43. P. to Q. Kt. fifth	P. to Q. R. sixth
44. P. to Kt. sixth	P. to R. seventh
45. P. to Kt. seventh	P. to R. eighth, "Queens"
46. P. to Kt. eighth, "Queens" (check)	

And the game was abandoned as a drawn fight.

Game LXIX.

(*Ruy Lopez Opening.*)

Black. Mr. Neumann.)	*White.* Mr. From.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	Kt. to K. B. third
4. Castles	B. to K. second
5. Kt. to Q. B. third	P. to Q. third
6. B. takes Kt. (check)	P. takes B.
7. P. to Q. fourth	P. takes P.
8. Kt. takes P.	P. to Q. B. fourth
["The correct move is B. to Q. second."].	
9. Kt. to Q. B. sixth	Q. to Q. second
10. Kt. takes B.	Q. takes Kt.
11. B. to K. Kt. fifth	B. to Q. Kt. second
12. Kt. to Q. fifth	B. takes Kt.
13. P. takes B.	Castles on K's side
14. R. to K. square	Q. to Q. square
15. Q. to K. B. third	P. to K. R. third
16. B. takes Kt.	Q. takes B.
17. Q. takes Q.	P. takes Q.
18. R. to K. seventh	K. R. to Q. B. square

19. K. to B. square	K. to Kt. second
20. R. to Q. seventh	Q. R. to Q. Kt. square
21. P. to Q. Kt. third	P. to Q. B. fifth
22. Q. R. to K. square	P. takes P.
23. Q. R. P. takes P.	R. to Q. Kt. fourth
24. Q. R. to K. seventh	

["The game is now decidedly in favor of Mr. Neümann."]

24.	R. takes Q. P.
25. R. takes K. B. P. (check)	K. to Kt. third
26. R. takes Q. B. P.	R. to K. square
27. K. R. to K. seventh	R. takes R.
28. R. takes R.	P. to Q. R. fourth
29. P. to K. Kt. third	P. to K. R. fourth
30. K. to Kt. second	R. to Q. seventh
31. R. to Q. B. seventh	P. to Q. fourth
32. R. to Q. B. fifth	P. to Q. fifth
33. K. to B. square	P. to Q. sixth
34. P. takes P.	R. takes Q. P.
35. R. to Q. Kt. fifth	R. to Q. eighth (check)
36. K. to Kt. second	R. to Q. Kt. eighth

["We think that White had here an opportunity to draw the game. We do not see in the following moves he could do better, and in the end he was compelled to lose it."]

37. K. to R. third	R. to Q. Kt. seventh
38. P. to K. B. fourth	R. to Q. R. seventh
39. P. to K. Kt. fourth	P. takes P. (check)
40. K. takes P.	R. to K. Kt. seventh (check)
41. K. to R. third	R. to Q. R. seventh
42. K. to Kt. third	R. to Q. R. sixth
43. K. to Kt. fourth	R. to Q. R. seventh
44. P. to K. R. fourth	R. to K. Kt. seventh (check)
45. K. to R. third	R. to Q. Kt. seventh
46. P. to K. R. fifth (check)	K. to R. third
47. K. to Kt. fourth	R. to Q. R. seventh
48. K. to B. fifth	K. takes P.
49. R. takes P. (dis. check)	K. to R. third
50. P. to K. B. fifth	P. to Q R. fifth
51. R. to Q. Kt. fourth	R. to K. R. seventh
52. P. takes P.	

And Mr. From resigned.

Game LXX.

Evans-Gambit

White (Mr. Neümann)	*Black* (Mr. Golmayo.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third

3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes Kt. P.
8. P. takes P.	B. to Q. Kt. third
9. P. to Q. fifth	Kt. to Q. R. fourth
10. B. to Q. Kt. second	Kt. to K. second
11. B. to Q. third	Castles
12. Kt. to Q. B. third	P. to K. B. third
13. Kt. to K. second	Kt. to K. Kt. third
14. Q. to Q. second	P. to Q. B. fourth
15. Q. R. to Q. B. square	B. to Q. second
16. Kt. to K. Kt. third	B. to Q. B. second
17. Kt. to K. B. fifth	P. to Q. Kt fourth
18. P. to K. Kt. fourth	P. to Q. B. fifth
19. B. to Q. Kt. square	Kt. to Q. Kt. second
20. K. to R. square	Kt. to Q. B. fourth
21. P. to K. Kt. fifth	Kt. to K. fourth
22. Kt. takes Kt.	K. B. P. takes Kt.
23. P. to K. B. fourth	Kt. takes K. P.

["Black wins a Pawn thus, but he exposes himself to a destructive attack."]

24. Kt. to K. R. sixth (check)	P. takes Kt.
25. B. takes Kt.	B. to K. B. fourth

["This is better than taking either of the Pawns with Pawn."]

26. B. takes B.	R. takes B.
27. P. takes K. P.	Q. to K. B. square
28. Q. to K. Kt. second	P. takes K. Kt. P.

["If he had taken K. P. with Pawn, White's reply would have been, 29. P. takes P. (dis. check), and then 30. R. takes R. &c."]

29. P. to K. sixth	B. to Q. Kt. third
30. R. takes R.	Q. takes R.
31. R. to K. B. square	Q. to K. Kt. third
32. Q. to K. B. third	P. to Q. Kt. fifth
33. P. to K. seventh	

["The most expeditious mode of winning."]

33.	Q. to K. square
34. Q. to K. B. sixth	P. to Q. B. sixth
35. B. to Q. B. square	P. to K. R. third
36. R. to K. B. third	B. to Q. fifth
37. Q. takes Q. P.	Q. to K. R. fourth
38. Q. to K. sixth (check)	K. to R. second
39. Q. to K. fourth (check)	K. to Kt. square
40. P. to Q. sixth	

And Black surrenders.

Game LXXI.

In this Game Mr. Neümann gave the Queen's Knight to Don de Souza.

(Remove Black's Queen's Knight from the Board.)

King's Gambit declined.

Black (Mr. Neümann.)	*White* (Don de Souza.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	B. to Q. B. fourth
3. Kt. to K. B. third	P. to Q. third
4. B. to Q. B. fourth	Kt. to Q. B. third
5. P. to Q. B. third	Kt. to K. B. third
6. Q. to K. second	Castles
7. P. to Q. third	B. to K. third
8. B. to Q. Kt. fifth	P. to Q. fourth
9. P. to K. B. fifth	P. takes P.

[If the present is not an exceptional sample of Don de Souza's play, no one, not even Mr. Neümann, could long continue to give him the odds of a Knight. Some of his combinations in this game would do credit to a player of the highest class.]

10. P. takes P.	B. to Q. second
11. B. to Q. third	R. to K. square
12. B. to Q. second	B. takes K. B. P.

[Well conceived. If Black take the offered Bishop, then, by advancing his K.'s Pawn, White acquires a decisive advantage. Mr. Neümann remarks, that to prevent this capture, he should, on the previous move, have played his K.'s Bishop to Q. B. second.]

13. Castles Q's. side	B. to K. Kt. third
14. P. to K. R. fourth	Kt. to K. R. fourth
15. B. to K. Kt. fifth	Q. to Q. second
16. Q. to Q. B. second	P. to K. R. third
17. B. to Q. second	Q. to K. third
18. P. to Q. Kt. fourth	B. to Q. Kt. third
19. P. to Q. B. fourth	P. to Q. R. fourth
20. P. to Q. B. fifth	P. takes Q. Kt. P.

[From this point, White plays with remarkable ingenuity and daring.]

21. B. to Q. B. fourth	Q. to K. second
22. P. takes B.	Kt. to Q. R. fourth
23. P. to K. Kt. fourth	P. takes Q. Kt. P.

[Very good indeed. Black has no longer any resource to save the game.]

24. P. takes Kt.	B. takes K. R. P.
25. Q. to Q. third	K. R. to Q. B. square
26. K. R. to K. Kt. square	Kt. takes B.
27. K. to Kt. square	B. to K. Kt. third
28. P. to K. R. fifth	Kt. to Q. R. sixth (check)
29. K. to R. square	P. to Q. Kt. sixth
30. Q. takes P.	Kt. to B. seventh (check)
31. K. to Kt. second	R. to Q. R. sixth
32. Q. to Q. fifth	B. takes K. P.

[A charming conception. If Black take the Bishop, he is mated in three moves.]

33. Q. takes K. P.	R. takes P. (check)
34. K. takes R.	Q. to Q. R. sixth (check)
35. K. to Kt. square	Kt. to Kt. fifth (dis. check)
36. Q. takes B.	Q. to Q. R. seventh. Mate.

Game LXXII.

Between Mr. J. G. Campbell of Problem-making fame and Mr. J. W. Abbott.

Scotch Gambit.

White (Mr. Abbott.)	*Black* (Mr. Campbell.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. P. to Q. fourth	P. takes P.
4. B. to Q. B. fourth	B. to Q. B. fourth
5. Kt. to K. Kt. fifth	Kt. to K. R. third
6. Kt. takes B. P.	Kt. takes Kt.
7. B. takes Kt. (check)	K. takes B.
8. Q. to K. R. fifth (check)	P. to Kt. third
9. Q. takes B.	P. to Q. third

[The Cochrane-Schoumoff move of P. to Q. fourth, has pretty well superseded the ancient move now; and it certainly leads to a more animated combat.]

10. Q. to Q. Kt. fifth	R. to K. square
11. Q. to Q. third	Q. to K. R. fifth
12. Q. to K. B. third (check)	K. to Kt. second

[B. to K. B. fourth would have been at least as good.]

13. Kt. to Q. second	P. to Q. fourth
14. P. to K. Kt. third	P. takes P.
15. Q. to Kt. second	Q. to K. R. fourth
16. P. to K. R. third	Kt. to K. fourth
17. P. to K. Kt. fourth	Kt. to B. sixth (check)
18. K. to Q. square	Q. to Q. fourth
19. P. to K. R. fourth	P. to Q. sixth
20. P. to Q. B. fourth	Q. to Q. fifth
21. Kt. takes Kt.	B. takes P.

[In the hey-day of his play, Mr. Campbell would have seen in a twinkling that taking the Knight wins him the game at once:—

21.	P. takes Kt.
22 Q. to Kt. third	Q. takes Q. B. P.

[The rest is silence.]

22. Q. takes B.	Q. takes K. B. P.
23. Kt. to Q. second	P. to K. sixth
24. Q. to Q. fourth (check)	K. to Kt. square
25. Q. takes Q. P.	Q. R. to Q. square
26. Q. to K. second	Q. takes Q. (check)
27. K takes Q.	P. takes Kt. (dis. check)
28. K. to Q. square	P. takes B., becoming a Queen (double check.)
29. K. takes Q.	R. to K. seventh

And White gave in.

Game LXXI.

In this Game Mr. Neümann gave the Queen's Knight to Don de Souza.

(Remove Black's Queen's Knight from the Board.)

King's Gambit declined.

Black (Mr. Neümann.)	*White* (Don de Souza.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	B. to Q. B. fourth
3. Kt. to K. B. third	P. to Q. third
4. B. to Q. B. fourth	Kt. to Q. B. third
5. P. to Q. B. third	Kt. to K. B. third
6. Q. to K. second	Castles
7. P. to Q. third	B. to K. third
8. B. to Q. Kt. fifth	P. to Q. fourth
9. P. to K. B. fifth	P. takes P.

[If the present is not an exceptional sample of Don de Sousa's play, no one, not even Mr. Neümann, could long continue to give him the odds of a Knight. Some of his combinations in this game would do credit to a player of the highest class.]

10. P. takes P.	B. to Q. second
11. B. to Q. third	R. to K. square
12. B. to Q. second	B. takes K. B. P.

[Well conceived. If Black take the offered Bishop, then, by advancing his K.'s Pawn, White acquires a decisive advantage. Mr. Neümann remarks, that to prevent this capture, he should, on the previous move, have played his K.'s Bishop to Q. B. second.]

13. Castles Q's. side	B. to K. Kt. third
14. P. to K. R. fourth	Kt. to K. R. fourth
15. B. to K. Kt. fifth	Q. to Q. second
16. Q. to Q. B. second	P. to K. R. third
17. B. to Q. second	Q. to K. third
18. P. to Q. Kt. fourth	B. to Q. Kt. third
19. P. to Q. B. fourth	P. to Q. R. fourth
20. P. to Q. B. fifth	P. takes Q. Kt. P.

[From this point, White plays with remarkable ingenuity and daring.]

21. B. to Q. B. fourth	Q. to K. second
22. P. takes B.	Kt. to Q. R. fourth
23. P. to K. Kt. fourth	P. takes Q. Kt. P.

[Very good indeed. Black has no longer any resource to save the game.]

24. P. takes Kt.	B. takes K. R. P.
25. Q. to Q. third	K. R. to Q. B. square
26. K. R. to K. Kt. square	Kt. takes B.
27. K. to Kt. square	B. to K. Kt. third
28. P. to K. R. fifth	Kt. to Q. R. sixth (check)
29. K. to R. square	P. to Q. Kt. sixth
30. Q. takes P.	Kt. to B. seventh (check)
31. K. to Kt. second	R. to Q. R. sixth
32. Q. to Q. fifth	B. takes K. P.

[A charming conception. If Black take the Bishop, he is mated in three moves.]

33. Q. takes K. P.	R. takes P. (check)
34. K. takes R.	Q. to Q. R. sixth (check)
35. K. to Kt. square	Kt. to Kt. fifth (dis. check)
36. Q. takes B.	Q. to Q. R. seventh. Mate.

Game LXXII.

Between Mr. J. G. Campbell of Problem-making fame and Mr. J. W. Abbott.

Scotch Gambit.

White (Mr. Abbott.)	*Black* (Mr. Campbell.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. P. to Q. fourth	P. takes P.
4. B. to Q. B. fourth	B. to Q. B. fourth
5. Kt. to K. Kt. fifth	Kt. to K. R. third
6. Kt. takes B. P.	Kt. takes Kt.
7. B. takes Kt. (check)	K. takes B.
8. Q. to K. R. fifth (check)	P. to Kt. third
9. Q. takes B.	P. to Q. third

[The Cochrane-Schoumoff move of P. to Q. fourth, has pretty well superseded the ancient move now; and it certainly leads to a more animated combat.]

10. Q. to Q. Kt. fifth	R. to K. square
11. Q. to Q. third	Q. to K. R. fifth
12. Q. to K. B. third (check)	K. to Kt. second

[B. to K. B. fourth would have been at least as good.]

13. Kt. to Q. second	P. to Q. fourth
14. P. to K. Kt. third	P. takes P.
15. Q. to Kt. second	Q. to K. R. fourth
16. P. to K. R. third	Kt. to K. fourth
17. P. to K. Kt. fourth	Kt. to B. sixth (check)
18. K. to Q. square	Q. to Q. fourth
19. P. to K. R. fourth	P. to Q. sixth
20. P. to Q. B. fourth	Q. to Q. fifth
21. Kt. takes Kt.	B. takes P.

[In the hey-day of his play, Mr. Campbell would have seen in a twinkling that taking the Knight wins him the game at once:—

21.	P. takes Kt.
22 Q. to Kt. third	Q. takes Q. B. P.

[The rest is silence.]

22. Q. takes B.	Q. takes K. B. P.
23. Kt. to Q. second	P. to K. sixth
24. Q. to Q. fourth (check)	K. to Kt. square
25. Q. takes Q. P.	Q. R. to Q. square
26. Q. to K. second	Q. takes Q. (check)
27. K takes Q.	P. takes Kt. (dis. check)
28. K. to Q. square	P. takes B., becoming a Queen (double check.)
29. K. takes Q.	R. to K. seventh

And White gave in.

Correspondence.

TO THE EDITORS OF THE CHESS WORLD.

GENTLEMEN,—In the May number of your valuable Periodical, at page 69, you have inserted an observation on the subject of my essay on the King's Knight's opening, extracted from the *Philadelphia Evening Bulletin*. The author of this observation seems to reproach me that in speaking (in the said essay) of the normal opening,—

1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth

I have not mentioned the attack introduced by Mr. L. Paulsen,—

3. Kt. to Q. B. third

which the writer in question prefers to the regular move of 3. P. takes P., because, after—

3.	B. to Q. Kt. fifth
4. B. to Q. third	Kt. to K. B. third
5. B. to K. Kt. fifth	P. to K. R. third
6. B. takes Kt.	Q. takes B.
7. Kt. to K. B. third	Kt. to Q. B. third
8. Castles	B. takes Kt.
9. P. takes B.	P takes P. *

10. B. takes P.

the Black's Q.'s Bishop will be confined in his movements by the K.'s Pawn. It is true that the writer does not give the foregoing moves as forced, but he thinks that as a consequence of Mr. Paulsen's attack, Black cannot in any way avoid the constraint of his Q.'s Bishop. The extreme courtesy with which the author of the observation expresses himself on the subject of my article, induces me to hope that he will show the same indulgence with respect to my present reply, which I have long hesitated to render public. It would, indeed, have been impossible to defend myself without saying frankly what I think of Mr. L. Paulsen's innovation. Now, being unable to approve of that innovation, I should have preferred, as in my essay, to have said nothing about it. The ability of Mr. L. Paulsen as a Chess-player, is, in my opinion, not merely remarkable, it is phenomenal; and I have certainly no intention to depreciate his skill. But what can be more natural than that a player of such strength should adopt irregular and abnormal attacks for the better disconcerting his opponent? There is, in Chess, a fundamental law arising from the nature of the game, and which ought never to be lost sight of in judging of match games, or others actually played: it is that the advantage of the first move permits to

* We must remark that Black has no need to take this Pawn, and should have Castled at this move.

him who has it, the liberty of taking various routes, while his adversary has the choice only of a few moves consecrated by long experience. The same deviations are not on this account more commendable; they sometimes lose the advantage of the move; they sometimes give to the first player an inferiority in position, but very seldom compromise him irretrievably. To cite only examples of the first species, let us say that, in the royal opening; (1. $\frac{\text{P. to K. fourth}}{\text{P. to K. fourth}}$,) White far from being confined, at the second move, to the six regular attacks, may very well advance his Q.'s Pawn one step,—that of his Q.'s Rook or Q.'s Knight; or he may even play his K.'s Bishop, or his K.'s Knight, to the K.'s second square. These moves, without being fine ones, are certainly not unreasonable, like 2. P. to K. B. third, they would only change the character of the game by reducing the attack to a defence; a defence very powerful sometimes, as in the case 2. $\frac{\text{B. to K. second, or P. to Q. R. third}}{\text{Kt. to K. B. third}}$, 3. Kt. to Q. B. third.

In the same way, if the game began 1. $\frac{\text{P. to Q. fourth}}{\text{P. to Q. fourth}}$, the regular attack of White would consist in advancing his Queen's B.'s Pawn two squares, or playing his K.'s Pawn or Q.'s Kt.'s Pawn one square. But he would not by any means compromise the future of his game if, instead of the above, he were to play Kt. to Q. B. third, or Q. B. to K. B. fourth; although those moves are in a very bad style, and opposed to proper principles. In the first place, the said Kt. retards the advance of the Q.'s B.'s Pawn, the advancement of which is absolutely essential for the preservation of the move to the first player in all openings on the Q.'s side. As to the Q.'s Bishop, it is generally useless at the K. B.'s fourth, his true place being at the second square of the Q.'s Kt., where it can operate upon the adverse royal wing. Again, the freedom the first player has to deviate, augments considerably at the third and fourth moves of these openings; and we shall see presently that the new attack of Mr. L. Paulsen, which we are reproached for having neglected, comes within this last category of irregularities.

We have a few words to say on the fear which the author of the observation in the *Philadelphia Evening Bulletin* expresses, to the effect that the legitimate result of the French game, ($\frac{\text{P. to K. fourth}}{\text{P. to K. third}}$,) with the best play on both sides, must leave the second player with his Queen's Bishop confined. This apprehension could be justified only in case the Bishop were obliged, as in the Royal Opening, to be played on the King's side. Now, the writer seems to forget that this Bishop is mainly serviceable close at home, in the openiugs on the Q.'s side, of which the French game is the principal. His best place, and that

which it most frequently occupies, is the Q. Kt.'s second. To exclude a Piece from squares where it can hardly need to go, is not to limit its action. The correct defence of the Queen's Gambit :—

1.	P. to Q. fourth	P. to Q. fourth
2.	P. to Q. B. fourth	

Is it not precisely

2.		P. to K. third

a move which hinders the action of the Q.'s Bishop on his long diagonal? And this hindrance is there not merely temporary, but permanent; for in this Gambit the first player does not take the adversary's Q.'s Pawn, but proceeds by playing 3. Kt. to Q. B. third and then plays his K.'s Pawn and his Q. Kt.'s Pawn one step. The Q.'s Bishops are, later, brought into action on the Q. Kt's. second squares. As proof of this, I refer to the celebrated match between Messrs. Staunton and St. Amant, in which the games of the English champion, both as regards attack and defence, are inimitable models of this description of opening. Returning to the debut—1. P. to K. fourth P. to K. third 2. P. to Q. fourth P. to Q. fourth it is certainly to Mr. L. Paulsen himself that we ought to address ourselves in the first instance, to learn if, by his attack, he there succeeded effectually in restraining the action of the adverse Q.'s Bishop on its long diagonal. Now the match between Messrs. L. Paulsen and Kolisch, in which this new attack originally occurred, offers us, altogether, three games played on this model. In the first (the fifth of the match), Mr. Kolisch taken unawares, did not oppose to the move 3. Kt. to Q. B. third the best defence 3. B. to Q. Kt. fifth but played 3. P. takes P. which permitted, in effect, to Mr. L. Paulsen, after 4. Kt. takes P. Kt. to K. B. third 5. Kt. takes Kt., ch. Q. takes Kt. 6. B. to Q. third B. to Q. third 7. Kt. to K. B. third P. to K. R. third 8. Castles Kt. to Q. B. third 9. P. to Q. B. third to confine Black's Q.'s Bishop, which was compelled to occupy the Queen's second square. But the two latter games (21st and 27th of the match), were opened in the following manner :—

1.	P. to K. fourth	P. to K. third
2.	P. to Q. fourth	P. to Q. fourth
3.	Kt. to Q. B. third	B. to Q. Kt. fifth
4.	P. takes P.	P. takes P.

So that Mr. Paulsen there abandoned himself the idea of shutting up the Q.'s Bishop, and it was not at all by mistake, for we shall presently show that 4. P. takes P. was his best possible move. But this conceded for the moment,

have we not a right to ask, what purpose was answered by his attack 3. Kt. to Q. B. third / ——— which, mark well, reproduced exactly the same situation as if they had played—

1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. P. takes P.	P. takes P.
4. Kt. to Q. B. third	B. to Q. Kt. fifth

The reader will now appreciate the utility and extreme elegance of White's last move, perfectly analogous to the manœuvre—1. P. to Q. fourth / P. to Q. fourth

2. Kt. to Q. B. third / ——— at the beginning, which avoids the danger of the Q.'s Gambit, or ignores its existence.*

Meanwhile, as we have said, these moves, so little ingenious, happily do not compromise White's game. In fact, the 21st game of the Paulsen-Kolisch match continued thus:—

5. Kt. to K. B. third	Kt. to K. B. third
6. B. to Q. third	Castles
7. Castles	B. to K. Kt. fifth
8. B. to K. Kt. fifth	P. to Q. B. third
9. B. to K. second	Q. Kt. to Q. second

The game is equal, and really borders on a drawn battle.

Meanwhile, the ignoble retreat of his King's Bishop at the 9th move, led Mr. Paulsen to reflect, and in the 27th game he modified his tactics, beginning at the 5th move.

5. B. to Q. third	Kt. to K. B. third
6. K. Kt. to K. second	Castles
7. Castles	P. to Q. B. third, &c.

This game was not the less drawn; which, once more, does not excuse an opening attack of such objectionable style.

The writer of the remarks in the *Philadelphia Evening Bulletin*, though he does not say so, has, no doubt, perceived the same objections. Since that which characterizes his theoretic essay, mentioned at the beginning of the present letter, is that he does not there play 4. P. takes P., / ——— according to the

* Philidor has taught us not to bring out, without necessity, the Knights before the Pawns. He therefore preferred the King's Gambit to the King's Knight's Opening; a very excusable preference, for it was not until forty years after the death of the Master, that players began to see the difficulty of defending satisfactorily the Black K.'s Pawn in this latter opening. But to attack the adverse Q.'s Pawn with the Q.'s Kt. in the two situations of the text, with no other effect than to have the Kt. pinned, hardly looks like a master's move. And we must be permitted, on this point, to follow submissively the teaching of Philidor.

example of Mr. Paulsen, but 4. B. to Q. third ——— a move by which he trusts to realize the primitive idea of the German master, too hastily abandoned in his opinion.

Now, on this point, we must fully justify Mr. L. Paulsen: he has freely, but deliberately, abandoned an untenable theory. The move 4. B. to Q. third, ——— cannot certainly have escaped his proverbial penetration, but he must have rejected it as unsound. As to the analysis of the American writer, we find that he makes Black play too complacently 4. ——— Kt. to K. B. third, in reply to 4. B. to Q. third. ——— For this reply admitted, he had no occasion to move 5. B. to K. Kt. fifth. ——— with the view of assuring to White a better game later in the struggle. He might have immediately obtained it for him by 5. P. to K. fifth. ———

The retreat of the Black Knight would not then have been desirable, and the continuation 5. Kt. to K. fifth ——— 6. B. takes Kt. ——— P. takes B. which after 7. B. to K. third, ——— imperils the Black's King's Pawn, would have been still less so. For instance, if 7. B. to K. third ——— Kt. to Q. B. third 8. Q. to K. Kt. fourth ——— Kt. takes Q. P. 9. Castles (Q.'s side). ——— &c. And if 7. B. to K. third ——— Castles 8. Q. to K. Kt. fourth ——— Q. to Q. fourth 9. B. to K. R. sixth, ——— &c. The reply 4. Kt. to K. B. third ——— did not then deserve consideration, while 4. P. to Q. B. fourth ——— would have permitted Black to regain the move, and proved the weakness of the move 4. B. to Q. third. ———

Without attempting here to exhaust the numerous combinations of this new Counter Gambit, we shall give the mode of playing which strikes us as least disadvantageous for White, prefacing the analysis with some remarks upon the most feasible variations. To render it clearer, we reproduce the game from its commencement.

1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. Kt. to Q. B. third	B. to Q. Kt. fifth
4. B. to Q. third	P. to Q. B. fourth
5. P. takes Q. P.	

To 5. B. to K. third ———, Black would reply by 5. Kt. to Q. B. third ———, on which

White could not play 6. P. takes Q. B. P. without loss, on account of 6. P. to Q. fifth, nor 6. P. takes Q. P., because of 6. Q. B. P. takes P.; whilst to 6. B. to Q. Kt. fifth, he would answer advantageously by 6. Q. to Q. R. fourth, and to 6. Kt. to K. B. third by 6. Kt. to K. B. third. In reply to 5. Kt. to K. B. third he would play, likewise, 5. Kt. to Q. B. third, which renders the combinations :—6. P. takes Q. P. Q. B. P. takes P. and 6. B. to Q. Kt. fifth P. takes K. P. 7. Kt. to K. fifth B. to Q. second as well as 6. P. takes Q. B. P. P. to Q. fifth 7. P. to Q. R. third B. takes Q. B. P. 8. Kt. to K. second P. to K. fourth all, more or less, favorable to Black.

The move 5. B. to Q. Kt. fifth (check) would lose time, by which Black could profit, by bringing out his Queen's Knight at Bishop's third. White could not then capture this piece without affording his adversary's Queen's Bishop a fine opening of attack at Q. R. third. On the other hand, it would not be easy to avoid such an exchange, because of the danger arising from a sortie of the Black Queen on her own side. For instance, if 6. Q. B. to K. third, then 6. Q. to Q. R. fourth, 7. B. takes Q. Kt. (check) P. takes B., &c. I give another example of the results of the check with the Bishop at the fifth move:— 5. B. to Q. Kt. fifth (check) Kt. to B. Q. third, 6. Q. P. takes P. P. to Q. fifth, 7. P. to Q. R. third B. takes P. at Q. B. fifth, 8. B. takes Kt. (ch.) (If 8. Q. Kt. to K. second, then 8. Q. to Q. R. fourth (ch.)). 8. P. takes B., 9. Q. Kt. to K. second P. to K. fourth, 10. P. to K. B. fourth P. to K. B. third, and Black has a position offering many facilities for counter attack.

It remains only to speak of the move 5. P. takes Q. B. P., which, on account of the numerous defences which present themselves to Black, might well lead him into error. In my opinion, the best course for the second player is as follows :—5. P. takes Q. B. P. Q. P. takes K. P., 6. B. takes K. P. Q. takes Q. (ch.), 7. K. takes Q. Kt. to K. B. third

8. B. to Q. third / K. B. takes P., 9. Kt. to Q. Kt. fifth / Kt. to Q. R. third, and White is deprived of the privilege of castling without compensation of any kind. I may add, that by 6. B. to Q. Kt. fifth (check), instead of 6. B. takes K. P., White would incur a disadvantageous tripled Pawn by 6. B. to Q. second, 7. B. takes B. (check) / Q. takes B., 8. Q. B. to K. third (best) / K. B. takes Kt. (check), 9. P. takes B.

Black has two other less forcible defences against 5. P. takes Q. B. P. Firstly, he may play 5. B. to Q. second / Q. to Q. R. fourth followed by 6. &c. / Q. takes Q. B. P. In the second place he may capture the Q.'s Knight, *e. g.*, 5. B. takes Kt., ch. 6. P. takes B. / Q. to Q. R. fourth, 7. K. Kt. to K. second / Kt. to K. B. third, 8. P. to K. fifth / K. Kt. to Q. second (If 7. B. to Q. second / Q. Kt. to Q. second, 8. K. P. takes P. / Q. B. to K. third then 8. K. Kt. to B. third followed by 9. K. P. takes P. / K. Kt. takes P. or by 9. B. to Q. fourth / P. to K. fourth) 8. P. takes P., 9. Q. B. to K. third / Q. Kt. takes Q. B. P., 10. B. to Q. fourth / Kt. to K. third, 11. Castles / K. Kt. to K. second. Equal game.

It is necessary, however, to warn Black against replying to 5. P. takes Q. B. P. by the tempting move 5. P. to Q. fifth. White should in that case play 6. P. to Q. R. third after which 6. K. B. takes B. P., 7. Q. Kt. to K. second / P. to K. fourth, 8. P. to K. B. fourth / P. to K. B. third, 9. Kt. to K. Kt. third would leave the advantage with White, as also would 6. B. to Q. Kt. fifth, ch. (the right move) / B. to Q. R. fourth, 7. Kt. to Q. B. third (best) / P. to Q. Kt. fourth, 8. P. takes B. / P. takes Kt., 9. B. takes Kt., check / Q. takes Q. R. P.*, 10. P. takes B.

* If 9. K. takes Q. / Q. takes Q. then 10. —— and Black would not be able to regain his Pawn.

11. Q. to Q. fourth / Kt. to K. B. third 12. Q. B. to Kt. fifth. Black could also play 6. P. takes B. / Q. to Q. R. fourth but White might pursue the game by 7. Q. takes R. 8. Kt. to Q. Kt. fifth / Kt. to Q. R. third 9. Kt. takes Q. P. / B. to Q. second leaving White with equal forces (Bishop with two Pawns against the Rook) and a superior position. I should add that Black cannot gain a Pawn by 9. Q. Kt. takes Kt. P. without losing the game at once by 10. B. to Kt. fifth ch.

I now proceed with the original theme :—

5.		Q. takes Q. P.
6.	B. to Kt. fifth (check)	
	(The only means to avoid the loss of a Pawn.)	
6.		Kt. to Q. B. third

The same situation would have been brought about by the order of moves— 5. B. to Q. Kt. fifth, ch. / Kt. to Q. B. third 6. P. takes Q. P. / Q. takes P. for I do not think Black would do better to retake with his King's Pawn.

7.	Kt. to K. B. third	P. takes P.
8.	B. takes Kt. (check)	P. takes B.
9.	Q. takes Q. P.	B. takes Kt. (check)
10.	P. takes B.	Kt. to K. B. third

Black would have been able, by playing 10. B. to Q. R. third to acquire a violent but hazardous counter attack. As in that case 11. B. to Q. R. third / Q. B. to K. third in reply, or 11. Q. B. to K. third would have been followed by 11. Kt. to K. B. third with a manifest superiority on the part of the second player, White would be constrained to take the offered K. Kt. P. as his sole available course. 11. Q. takes K. Kt. P. would then leave Black several modes of carrying on the attack, which, considering their interesting character, might well have been examined *in extenso*. They belong to that class of manœuvres which, tried for the first time, even against an antagonist of great force, frequently succeed in practice, but which the theoretical analyst is obliged to reject after a laborious and, nevertheless, thankless examination. Moreover, the want of space compels me to omit almost all the variations which arise

from White's playing other than the best moves, and I shall content myself with the following observations only, viz. :—

(I.) 10. B. to Q. R. third — 11. Q. takes K. Kt. P. — continued by 11. Q. to K. fifth (check) — 12. B. to K. third — Q. to Q. B. fifth — 13. K. to Q. second — Castles (Q. R.) (check) — 14. K. to B. square — Kt. to K. second — 15. Q. takes K. B. P. — R. to Q. second — 16. Q. to K. B. fourth — leaves White with a material advantage.

(II.) To 11. Castles (Q. R.), White must not reply either by 12. B. to K. third nor by 12. K. Kt. to Q. fourth, which would cost the game by 12. Q. to Q. B. fifth, but by 12. B. to Q. second, which would be answered by 12. Q. to Q. B. fifth — or 12. Q. to K. fifth (check) — 13. K. to Q. square, or by 12. K. Kt. to K. second — to which White would reply by 13. Q. to K. fifth.

I may add that 12. Q. to Q. fourth, in reply to 12. Castles Q. R., would be very unfavourable to White, on account of: 12. Q. to Q. Kt. fourth — 13. P. to Q. B. fourth — (If 13. Q. to K. third — 13. Kt. to K. B. third — 14. Kt. to Q. fourth — Q. to Q. B. fifth) 13. Q. to Q. Kt. fifth (ch.) — 14. B. to Q. second — (If 14. P. to Q. B. third — 14. Q. to Q. R. fifth) 14. R. takes Q. — 15. B. takes Q. R. takes Q. B. P. — 16. B. to B. eighth — Kt. to K. B. third — 17. B. to K. Kt. seventh — R. to K. fourth (check) — 18. K. to Q. second — R. to Q. square (ch.) — 19. K. to Q. B. square — Kt. to Kt. fifth — 20. Kt. to K. Kt. fifth — R. to K. seventh, &c. The danger of such counter-attacks as these, all resulting from 4. B. to Q. third, seems in itself evidence in favour of my theory that the move in question increases, instead of obviating, the ill effects of 3. Kt. to Q. B. third.

11. Castles

11. B. to Q. R. third ——————, followed by the same move on the part of Black, would, as we have already seen, leave White in a situation much more exposed than Black's. If 11. Q. B. to Kt. fifth ——————, Black must not then compromise his game by B. to Q. R. third

11. ——— 12. B. takes K. Kt. 13. Q. takes K. B. P. 14. K. to Q. second ———
B to Q. R. third P. takes B. Q. to K. fifth (ch.) Q. R. to Q sqre. (ch.)

15. K. to Q. B. square ——————— He should play instead—11. ——————
Q. to K. fifth, ch.

12. K. to Q. second (best) 13. P. takes Q. 14. K. to K. third and
Q. takes Q., check Kt. to K. fifth, check Kt. to Q. third

Black has the advantage of the move which White has allowed to escape him.

For instance, if 15. Q. R. to Kt. square ——————— the continuation might probably be

15. ——— 16. B. to K. B. fourth 17. K. to Q. third &c.
B. to Q. Kt. second Kt. to K. B. fourth, ch. Castles (Q. R.)

11. B. to Q. R. third
12. K. R. to K. square

12. K. R. to Q. square ——————— would be an error because of 12. ——————
B. to K. seventh.

12. Castles (K. R.)
13. B. to Q. R. third K. R. to Q. B. square
14. R. to K. fifth Q. takes Q.
15. Q. B. P. takes Q. Kt. to Q. fourth

The game seems equal, but Black preserves the attack, as the reader will readily assure himself on examining the position.

In conclusion, I may add that I mnch regret being drawn into this controversy. But how could I avoid it when the *Philadelphia Evening Bulletin* goes so far as to call in question the *solidity* of the defence 1. P. to K. fourth ——————? For
P. to K. third

on the contrary, I agree with Mr. Max Lange in believing it the only satisfactory defence the board presents; and further in considering it as the Normal Opening for both sides.

I have the honor to remain, Gentlemen,

Your obedient Servant,

St. Petersburg, Sept. 20th, 1868. C. F. DE JAENISCH.

THE KING'S BISHOP'S GAMBIT.—"THE IRREGULAR DEFENCES."

To the Editors of the Chess World.

Gentlemen.—In a foot-note to a game between Messrs. Rosenthal and De Riviére, published in the August number of the Chess World, the able Editors of the Book of the Paris Chess Congress, append the following pertinent remarks *apropos* of the various defences to the King's Bishop's Gambit:—

"The defence called "classic," which consists in now giving check with the Queen at King's Rook's fifth, is abandoned, as also is that of P. to K. Kt. fourth, which is found in ancient authors.

The Counter-Gambit of Kieseritzki, P. to Q. Kt. fourth, is fallen into disuse. There remains, then, the defence of 3. P. to Q. fourth, or 3. Kt. to K. B. third; or, lastly, 3. P. to K. B. fourth, as in the present game. This move gives, in our opinion, a slight advantage to the second player."

As the move of 3. P. to K. B. fourth, which has been appropriately designated the "old classical defence," in contradistinction to the "modern classical defence" of 3. Q. to K. R. fifth (check), has received but comparatively little attention in this country, albeit some of the leading German authorities, pronounce it to be the best reply to the *sortie* of the King's Bishop, that Black has at his command, I shall venture to offer a few remarks on some of the most noteworthy features of the variation, in the hope that such of your readers as take an interest in Chess theory may be induced to test, by actual play, the efficiency of this "modern revival." Let me remark *in limine*, that the following analysis promises little or no claims to originality, but is derived mainly from German sources; such as the *Handbuch*, the *Theorie*, and *Praxis*, and *Schachzeitung*; and the few modern games, illustrative of the defence, with which I happen to be acquainted.

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. B. to Q. B. fourth	P. to K. B. fourth

In reply to this Counter-Gambit, White has six lines of play at his disposal, viz:—

I. 4. B. takes Kt.
II. 4. P. to K. fifth
III. 4. Q. to K. R. fifth (check)
IV. 4. Kt. to K. R. third
V. 4. Kt. to Q. B. third
VI. 4. Q. to K. second

In the first place:—

4. B. takes Kt.	Q. to K. R. fifth (check)
5. K. to B. square	R. takes B.

And Black is considered to have the advantage.

In the second place:—

4. P. to K. fifth	Q. to R. fifth (check)
5. K. to B. square	P. to K. B. sixth
6. B. takes Kt.	P. takes P. (check)
7. K. takes P.	

And Black has the better game.

In the third place:—

4. Q. to R. fifth (check)	P. to K. Kt. third
5. Q. to K. second	P. takes P. (best)
6. Q. takes P. (check)	B. to K. second (best)
7. Kt. to Q. B. third (best)	

White may also play at this juncture, 7. Q. to Q. fifth, or 7. B. takes Kt., for which see A and B.

7.	Kt. to K. B. third
8. Q. takes B. P.	P. to Q. B. third
9. Kt. to K. B. third	P. to Q. fourth
10. B. to Q. Kt. third	Castles

And Black has a manifest advantage.

(A)

7. Q. to Q. fifth	Kt. to K. R. third
8. Q. to K. fifth	R. to K. B. square
9. Q. to Kt. seventh	B. to R. fifth (check)
10. P. to Kt. third (best)	

[If 10. K. to Q. square, Black equally rejoins with 10. Kt. to K. Kt. fifth.]

10.	P. takes P.
11. P. takes P.	B. takes P. (check)
12. K. to Q. square	Kt. to K. Kt. fifth
13. R. takes P.	Q. to K. B. third
14. Q. takes Q.	Kt. takes Q.

With a winning position.

The above formed the opening moves of a game between Messrs. Schulten and Suhle.

(B)

7. B. takes Kt.	R. takes B.
8. Kt. to Q. B. third	

In a game between Messrs. Schulten and Suhle, the former played here, 8. Kt. to K. B. third, to which Black replied with 8. P. to Q. fourth; but the move in the text is stronger, as it prevents the immediate advance of the Queen's Pawn.

8.	P. to Q. B. third
9. Q. takes K. B. P.	P. to Q. fourth
10. Kt. to K. B. third	R. to K. B. square

And the position is in Black's favour.

In the fourth place :—

4. Kt. to K. R. third

This move was originally suggested by Herr Max-Lange, in the *Schachzeitung*, but it is of very questionable merit.

4.	Q. to R. fifth (check)
5. Kt. to B. second	P. takes P.

6. B. takes Kt.

[If 6. Castles — B. to Q. B. fourth; 7. P. to Q. fourth — P. takes P. (*en p.*); 8. Q. takes P. — Kt. to K. B. third — with the better game.]

6.	R. takes B.
7. Q. to K. second	P. to Q. fourth

[If White play 7. Kt. to Q. B. third — then follows 7. P. to Q. B. third; 8. Kt. takes P. — P. to Q. fourth; 9. Kt. to Q. B. third — B. to K. third; 10. P. to Q. fourth — B. to Q. third — and Black maintains the Gambit Pawn, with a good game.]

8. P. to Q. B. fourth	Kt. to Q. B. third
9. P. takes P.	Kt. to Q. fifth
10. Q. takes P. (check)	Q. to K. second
11. Q. takes Q. (check)	B. takes Q.
12. K. to Q. square	B. to K. R. fifth

With a winning position.

The above variations are given in the *Handbuch*, fifth edition, p. 422.

In the fifth place :—

4. Kt. to Q. B. third

Jaenisch gives this as White's best reply to 3. P. to K. B. fourth, but in the opinion of Der Laza and the authors of the *Theorie and Praxis*, it is scarcely so strong as 4. Q. to K. second.

4.	Q. to K. R. fifth (check)

[This is Black's correct rejoinder, 4. Kt. to K. B. third, leading only to an equal game ; *e.g.*—

4. Kt. to K. B. third; 5. P. to K. fifth — Kt. to K. Kt. fifth (best); 6. P. to Q. third — P. to Q. fourth; 7. P. takes K. P. — Q. takes Q. (check); 8. Kt. takes Q. — Kt. to Q. B. third; 9. Q. B. takes P. — even game.]

5. K. to B. square	P. takes P.
6. Kt. takes P.	P. to Q. B. third
7. Q. to K. second (A)	K. to Q. square
8. B. takes Kt. (B)	R. takes B.
9. Kt. to K. B. third	Q. to K. second
10. P. to Q. fourth	P. to Q. fourth
11. Q. Kt. to K. Kt. fifth	P. to K. R. third
12. Q. takes Q. (check)	B. takes Q.
13. K. to B. seventh (check)	K. to K. square
14. Kt. to K. fifth	P. to K. Kt. fourth, &c., &c.

(A)

7. Kt. to K. B. third	Q. to K. second
8. K. to B. second	Kt. to K. B. third
9. Kt. takes Kt. (check)	Q. takes Kt.
10. R. to K. square (check)	K. to Q. square
11. P. to Q. fourth	P. to Q. fourth
12. B. to Q. third	B. to Q. third, &c., &c.

(B)

8. Kt. to K. B. third	Q. to K. second
9. Q. Kt. to K. Kt. fifth	P. to Q. fourth
10. Q. takes Q. (check)	K. takes Q., &c., &c.

In the sixth place :—

4. Q. to K. second

The German writers are unanimous in pronouncing this to be the best possible reply to the Counter-Gambit of 3. P. to K. B. fourth. In analagous positions it is usual, preparatory to playing the Queen to King's second, to check at King's Rook's fifth, with the object of weakening the adverse Pawn on the King's side; but, as will have been seen from a previous variation, this line of play is here not advisable.

4. Q. to K. R. fifth (check)

The check with the Queen is far stronger than 4. P. takes P., which occurs in the game above referred to, between Messrs. Rosenthal and de Riviere, and also in a *partie* between Mayet and Der Laza. The following is a probable continuation :—4. P. takes P. 5. Q. to R. fifth (check) P. to K. Kt. third 6. Q. to K. fifth (check) Q. to K. second 7. Q. takes R. Kt. to K. B. third 8. P. to Q. Kt. third.

This is White's best reply, whereby he is enabled to bring out his Queen's Bishop to Q. Kt. second or Q. R. third, according to Black's play, and extricate his Queen from her confined position. In both the games above quoted White played 8. Kt. to Q. B. third, to which Black rejoined with 8. P. to Q. B. third, and subsequently won his opponent's Queen. [See *Chess World*, vol. iv., p. 169, and *Theorie and Praxis*, p. 274.]

5.	K. to Q. square	P. takes K. P.
6.	Q. takes P. (check)	B. to K. second

[Should Black play instead 6. K. to Q. square — then follows 7. Kt. to K. B. third / Q. to R. fourth

8. P. to Q. fourth / Kt. to Q. B. third — with the better opening.]

7. P. to Q. fourth

[If 7. Kt. to Q. B. third / Kt. to K. B. third, the following is probable :—

7. Kt. to Q. B. third / Kt. to K. B. third — 8. Q. to K. second / Kt. to Q. B. third — 9. Kt. to K. B. third / Q. to R. fourth

10. K. to K. square / K. to Q. square, and Black has the advantage.

7.		Kt. to K. B. third
8.	Q. takes B. P.	Q. takes Q.
9.	B. takes Q.	P. to Q. fourth
10.	B. to Q. Kt. third	B. to K. Kt. fifth (check)
11.	Kt. to K. second	Kt. to Q. B. third
12.	P. to Q. B. third	Castles (Q. R.)

The above moves occurred in a game by correspondence between the Clubs of Stuttgart and Carlsruhe, and are given by the *Handbuch* as the best. [See *Handbuch*, 5th edition, p. 422, and *Schachzeitung*, 1863, p. 179.]

It is worthy of remark, that instead of 7. P. to Q. fourth / B. takes K. Kt. — or 7. Kt. to K. B. third / Kt. to K. B. third — White might also have played 7. ... or 7. ... neither of which, however, are satisfactory, *e.g.*,—

Firstly:—

7.	B. takes K. Kt.	R. takes B.
8.	Kt. to K. B. third	Q. to K. B. third
9.	Kt. to Q. B. third	P. to Q. B. third
10.	P. to Q. fourth	P. to Q. fourth
11.	Q. takes B. P.	Q. takes Q.
12.	B. takes Q.	B. to K. Kt. fifth

And the game is about even.

Secondly:—

7. Kt. to K. B. third — Q. to K. R. fourth

8. R. to K. square

[If 8. Q. takes B. P. — Black rejoins with 8. P. to Q. fourth]

8. Kt. to Q. B. third

[If 8. B. takes Q. P. / P. to Q. fourth — 9. B. to K. B. fourth — 10. Q. to Q. B. fourth —

and White has the advantage.]

9.	B. takes Kt.	R. takes B.
10.	Kt. to Q. B. third	K. to Q. square
11.	Kt. to Q. fifth	Q. to K. B. second
12.	Kt. takes B.	
	Kt. takes K.B.P.	

[If 12.———— Black gains an advantage by 12.———— P. to Q. fourth]

12.		Kt. takes Kt.
13.	Q. takes R. P.	P. to Q. fourth
14.	Kt. to K. fifth	Q. to K. B. third

And Black has the better position.

I have examined the above variations attentively, and confess I cannot discover any flaw in the defence; and yet, unless the attack is susceptible of improvement, it would seem that in this form of the Bishop's Gambit, the utmost the first player can hope for is a questionably "even" game, while the defence is, comparatively speaking, "plain sailing."

R. B. W.

TO THE EDITORS OF THE CHESS WORLD.

GENTLEMEN,—In reference to M. Fraser's proposed move of Q. to K. B. third for White in the McDonnel Gambit, in place of the ordinary move of K. to Kt. second (at the seventh move), I may state, that this move is given in the first edition of Von Bilguer and Der Lasa's *Handbuch*, published in 1843, and now lying before me; this move will be found at page 344, at the sixth line from the top. The novelty of M. Fraser's move consists in this, that he first of all, as far as I know, appears to have succeeded in proving that this move of Q. to K. B. third, could be made safely and successfully. At the time of the publication of the *Handbuch*, as well as before and also since that time, the strong players of Germany, thought the proposed move of Q. to K. B. third (as the seventh), decidedly inferior to the ordinary orthodox move of K. to Kt. second.

In 1843, when I came to reside here, after my long sojourn in continental Europe, I played seven experimental games, at this very opening, with a fine Polish player, Michalouski, formerly president of the Dumfries Chess Club, now long dead, and we both thought the move Q. to K. B. third, inferior to the move K. to Kt. second. When "Gamma" was here in July last, and also when I visited him at his own home last week, we played over together, the very interesting variations given in M. Fraser's able analysis, and we agreed that in all the variations, White, the opening player, had the advantage, or at least appeared to us to have the better game. However, *humanum est errare!*

Much credit is due to my *landsman* for thus reviving an interesting line of play, which had been abandoned as untenable by the strong players of Germany.

Yours, &c.,

DELTA.

Kirkconnel Manse,
12th October, 1868.

Chess Gossip.

BLINDFOLD PLAY BY MR. NEUMANN.—*The Strategie* announces that this distinguished Master is about to give a Chess *soirée* in one of the salons of the Café de la Régence, which the proprietor has placed at his disposal. At this assembly, Mr. Neümann has undertaken to play simultaneously eight games without sight of the Chess-board. The *soirée* in question is at present fixed for the 14th of the current month.

BOOK OF THE PARIS CONGRESS.—This long expected work is on the point of completion. Four hundred pages are now ready. These contain the games contested for the Emperor's prize; the matches of Mr. Neümann with Messrs. Winawère and Rosenthal; the tourney which took place at the Café de la Régence, and the Problems contributed by 18 competitors for the Problem prizes. The remaining pages of this interesting and important book will be occupied by an historical and ancedotical summary of the Congress, from the pen of Mr. Férg d'Esclands, the Honorary Secretary of the meeting. It should be mentioned that the delay in the publication of the work in its perfect form is not attributable to its editors, but is owing chiefly to the numerous diagrams with which it was thought necessary to illustrate the text.

THE LATE JOSEPH GREENING, ESQ., OF SHEFFIELD.—At a meeting of the council of the Athenæum Chess Club, held on Tuesday evening—the President, Mr. G. S. Taylor, in the chair—it was unanimously resolved, on the proposition of Mr. G. B. Cocking, that the following record of the valuable services rendered by the late Mr. Greening to the club be entered in the minute-book, viz:—"Mr. Greening's connection with the club commenced with its establishment, Nov. 22, 1847, his name being the first that appears in the minute-book. He was elected a member of the first council, and was re-elected to each succeeding one, without intermission, up to the time of his death. On several occasions he was elected president or vice-president, which offices he sustained creditably to himself and advantageously to the club, until failing health necessitated his absence. He was one of the most regular attendants at the meetings of the club, and on all such occasions his amiability and geniality of disposition were manifest, justifying the admiration of his associates. The strongest player ever found in him a worthy antagonist, and the novice a courteous instructor. His absence will be noted by casual visitors, and lamented by those who knew him best; he will be missed from his accustomed seat, and long will it be ere his loss is forgotten."

HUDDERSFIELD CHESS CLUB.—The opening meeting of the season of the Huddersfield Chess Club was held on Saturday last, at the George Hotel. Chess-play commenced at four o'clock in the afternoon. Amongst the company present were Dr. Scott, Messrs. J. Watkinson, J. H. Finlinson, J. R. Robinson, D. Boscovitz, T. Mellor, W. Allan, E. Dyson, W. C. North, H. Wigney, A. Robinson, J. E. Wheatlee, T. Holliday, T. Fieldsend, (Bradford), T. Arkwright, (Holmfirth), &c. The annual meeting took place in the evening—Mr. Watkinson in the chair. In opening the proceedings, Mr. Watkinson alluded in feeling terms to the loss the Club had recently sustained by the removal from amongst them of their lamented President, Mr. David Marsden. Mr. J. R. Robinson proposed that Mr. John Watkinson be elected President of the Club. Mr. Watkinson, he said, had been the life of the Club since its commencement, sixteen years ago, and had devoted much time and labour to the promotion of its success, and it was chiefly owing to him that the Huddersfield Chess Club had risen to be the leading Club in the county.

Mr. J. H. Finlinson having seconded this proposition, it was carried unanimously. Mr. Watkinson, in reply, thanked the members of the Club for the position they had placed him in. It was an honour somewhat unexpected on his part; but he should be glad to do all in his power in the future, as he had done in the past, to promote the prosperity of the Club. The town had been recently enlarging its boundaries, and he thought it was a fitting time for their Chess Club to throw more life into its proceedings. He took the present large gathering as an augury of a spirited session. The other officers appointed were:—Vice-President, Dr. Scott; Hon. Secretary, Mr. J. H. Finlinson; and Committee-men, Messrs. G. Brook, jun., J. Eastwood, and J. R. Robinson. Chess-play was then resumed, and continued till a late hour. A handicap tournament was held, Mr. E. Dyson coming off the winner. In the course of the evening Mr. Fieldsend, of Bradford, proposed that a match between the Bradford and Huddersfield Clubs should be played during the winter; and in all probability it will be contested in January next.

A Chess Puzzle.—The following ingenious puzzle from the composition, we believe, of Mr. Loyd, and first published in America, may interest our readers. The trick of it consists in finding the first syllable and beginning with that the reader is to copy all the syllables in accordance with the Knight's Tour round the board. When this is done the sentences thus formed will explain themselves. It is styled

The Puzzle of the Knight's Leap.

sor	to	king	good	say	luck	loy	eth
and	moth	a	soon	dis	our	to	bad
place	ry	church	his	force	is	hat	al
er	queen	him	wight	he	to	may	truth
man	his	and	and	chess	es	knight	op's
a	sneer	the	and	un	lawn	of	tates
cas	that	at	less	pawn	no	bish	lant
eth	faith	tles	hath	the	gal	in	love

Solutions of Problems

In the July, August, and September Numbers.

No. XIX.

1. R. to Q. fourth — Kt. takes R.

[If Kt. takes P., then 2. R. to Q. fifth (check), and 3. B. mates.]

2. P. takes Kt. (check) — K. takes Kt.
3. B. mates.

No. XX.

1. B. to K. B. eighth — Kt. to Q. Kt. third or (A)
2. B. to Q. sixth — Kt. to Q. fourth

[If P. to Q. B. fourth, Q. takes it, and mate is inevitable next move.]

3. Q. takes Kt. (check) — P. takes Q.
4. R. to K. B. fourth, mate.

[A]

1. — Kt. to K. second

[If the Bishop be moved to K. B. third, Q. fifth, Q. Kt. seventh, or R. eighth, the reply is B. to K. R. sixth.]

2. B. takes Kt. — P. to Q. B. fourth

[If B. move to any of the before-mentioned squares, or another P. moves, White plays 3. K. to Q. B. fourth, and mates next move.]

3. Q. takes P., and mate next time.

No. XXI.

1. Kt. to Q. sixth — P. takes Kt. or (A)
2. B. to K. B. sixth — Kt. to Q. Kt. fifth

[Against any other defence White's course is evident.]

3. Q. to Q. B. third (check) — K. takes Q.
4. P. takes P., discovering checkmate.

[A]

1. — P. to K. sixth

[K. takes P., Kt. to K. Kt. seventh, or Kt. to K. B. fourth will avail Black nothing, nor occasion White any difficulty in winning in the stipulated number of moves.]

2. Q. to Q. third (check) — K. to Q. B. fourth
3. Kt. to Q. B. eighth (dis. check) — Any move
4. Q. mates.

No. XXII.

1. R. to Q. B. third (check) — K. to K. fifth or (A)
2. Q. to Q. sixth — Kt. takes Q.
3. Kt. to K. Kt. fifth (check) — K. moves
4. R. to Q. B. fifth, checkmate.

[A]

1. — K. to K. B. seventh
2. Q. to Q. R. second (check) — Kt. to K. seventh

[If 2. Kt. to Q. B. seventh, Queen takes it, &c.]

3. Q. to Q. second — Anything
4. Q. mates.

No. XXIII.

1. Kt. to K. R. sixth	B. takes Kt. or (A)
2. Q. to Q. square	K. to K. B. fourth
3. Q. takes P. (check)	K. moves
4. Q. to K. B. seventh, checkmate.	

[A]

1.	R. to Q. Kt. square
2. Q. to Q. R. square	R. to Q. Kt. seventh (check)
3. Q. takes R.	Any move
4. Q. or Kt. mates.	

No. XXIV.

1. Kt. to Q. fourth	K. takes Kt.

[If Black play 1. K. to K. B. fifth, White answers with 2. Q. to K. R. fourth (check), 3. Q. to K. Kt. third (check), or Kt. to K. B. third (check), and mate next move.]

2. Q. to Q. B. seventh	K. to K. sixth

[If 2. K. to K. fourth, then 3. Kt to K. B. seventh (discovering check), and 4. Q. mates.]

3. Kt. takes K. B. P. (check)	K. moves
4. Q. to K. Kt. third, checkmate.	

No. XXV.

1. Kt. takes P. (check)	K. to K. fifth, or (A), (B), (C)
2. Q. takes B.	P. takes Kt.

[If 2. Kt. to K. Kt. third, then White plays 3. B. to Q. B. sixth (check), and 4. Q. to Q. B. fifth, mate,]

3. B. to Q. B. fifth (check)	B. interposes or K. moves
4. Q. to K. B. fourth or sixth, mate.	

[A]

1.	P. takes Kt.
2. Q. to K. B. fourth (check)	K. to Q. fourth
3. Kt. to K. B. sixth (check)	K. to Q. B. fourth
4. Q. to Q. Kt. fourth, mate.	

[B]

1.	K. to Q. fourth
2. Kt. to K. B. sixth (check)	K. to Q. fifth
3. Q. takes B. (check)	K. to K. sixth
4. Q. to K. B. fourth, mate.	

[C]

1.	K. to Q. fifth
2. Q. takes B. (check)	K. to K. fifth (best)
3. Q. to K. B. fourth (check)	K. to Q. fourth
4. Q. to K. fifth, mate.	

No. XXVI.

1. R. to K. Kt. second (check)	Kt. takes R.

[If—

1. K. moves
2. B. checks

And if 2. Kt. takes B., 3. R. takes R. (check); if 2. B. interposes, then 3. B. takes B., &c.]

2. B. to Q. B. seventh	P. to K. Kt. fifth

[2. Kt. takes Kt., or 2. B. to Q. third requires no comment.]

3. Kt. to K. Kt. third (check) K. to K. Kt. fourth
4. B. to K. B. fourth (check)

And the Knight mates next move.

No. XXVII.

1. Kt. to K. R. fifth B. to K. second (check)

[If Black defend himself in any other way, the attack is still the same.]

2. Kt. to Q. B. sixth B. takes Kt. (check)
3. B. takes B., mate.

No. XXVIII.

1. Kt. to K. sixth R. takes Kt.

[If B. takes B., then 2. Kt. to Q. B. fifth (check), and 3. Q. mates.]

2. Q. to Q. B. third B. takes Q. or B.
3. Kt. to Q. B. fifth, checkmate.

No. XXIX.

1. R. to Q. B. fourth R. to R. seventh (check)

[If P. to K. fifth, White plays 2. B. takes R., &c.]

2. K. to Q. Kt. third R. checks
3. K. takes R. Any move
4. Q. or R. mates.

No. XXX.

1. Q. to K. Kt. sixth Kt. to K. Kt. sixth (best)
2. K. to K. Kt. fourth P. to K. seventh
3. Q. to K. fourth Kt. takes Q.
4. Kt. to K. B. fifth, checkmate.

No. XXXI.

1. Q. to K. B. seventh Either Kt. to K. fourth or Kt. to K. R. square

[Any other will lose in three!]

2. B. takes B. (check) Kt. takes B.

[If he played 1. Kt. to K. R. square, he can now play K. to K. fourth, whereupon White checks with Rook, and mates next time with 4. R. takes R.]

3. Kt. to Q. seventh (check) K. moves
4. Q. to K. B. sixth, checkmate.

No. XXXII.

1. Q. takes B. R. to Q. B. square or (A)
2. Q. to Q. R. fourth (check) K. to Kt. second
3. R. takes Q. R. P. (check) K. to Kt. square
4. R. to R. eighth (check) K. to Kt. second
5. Kt. takes P., mate.

[A]

1. Q. takes B. P. takes Q.
2. B. to Q. Kt. fifth (check) K. to Kt. second or (B)
3. Kt. takes Q. P. (check) K. to R. square
4. Kt. to Q. B. seventh, mate.

[B]

2. K. takes B.
3. Kt. to Q. Kt. fourth

White now threatens mate at once, by taking the Queen's Pawn with Knight. If that be prevented, he plays,—

4. P. to Q. R. fourth (check) K. takes Kt.
5. B. to Q. second, mate.

No. XXXIII.

1. Kt. to K. B. fifth P. takes Kt.

[1. Kt. takes Kt. is answered by 2. R. to K. Kt. third; 1. Q. takes Q. P. by 2. Kt. at B. fifth takes Q.; 1. Q. takes Kt. P. by 2. Kt. to K. R. second; 1. R. takes K. R. P. by 2. B. to Q. second; 1. Kt. to K. B. seventh, also by 2. B. to Q. second; 1. Kt. to K. Kt. fourth by 2. Kt. to K. R. second; and lastly, in reply to 1. Q. to K. fourth, White has 2. Kt. takes Q., in each case mating next time.]

2. R. takes P.

And mate next move according to Black's play.

No. XXXIV.

1. Q. to Q. R. square K. to K. B. fourth

[Other variations are obvious.]

2. Q. to K. Kt. square P. takes Kt.
3. Q. to K. Kt. fifth (check) K. moves
4. P. takes P., or Q. to K. fifth Mate.

No. XXXV.

1. R. to Q. Kt. fourth P. to K. fifth
2. R. to K. B. sixth P. to K. sixth
3. Kt. to Q. Kt. sixth (check) Any move
4. Kt. mates.

No. XXXVI.

1. Kt. to K. Kt. sixth B. or P. takes Kt.
2. B. to K. third R. takes R.
3. Kt. to Q. Kt. fourth (check) K. moves
4. P. to Q. fifth (dis. check.) Mate.

No. XXXVII.

1. Kt. to Q. sixth P. takes R. or (A)
2. Q. to K. B. fourth (check) Kt takes Q.
3. B. to K. third (check) K. takes B.
4. Kt to B. fifth (check) K. moves
5. Kt. mates.

[A]

1. P. "Queen's"

[If Kt. take R., then follow 2. B. to K. third (check); 3. Q. to Q. third (check), and mate next move. If B. to K. third, then we have 2. B. to Q. Kt. second (check); 3. R. to Q. B. fourth; 4. Kt. takes B. (check), and mate next move.

2. Q. takes Q. Kt. takes R.
3. B. to K. third (check) K. takes B.
4. Q. takes B. (check) K. moves

[There are other variations, but the result in each is the same.]

No. XXXVIII.

1. Kt. to K. fifth P. to Q. B. third
2. B. to Q. fifth P. takes B.
3. R. to K. fourth (check) P. takes R.
4. B. to Q. Kt. sixth P. to K. sixth
5. P. takes P. mate.

Problem XLV.—By the late Mr. J. V. Szirmay, Koniggratz.

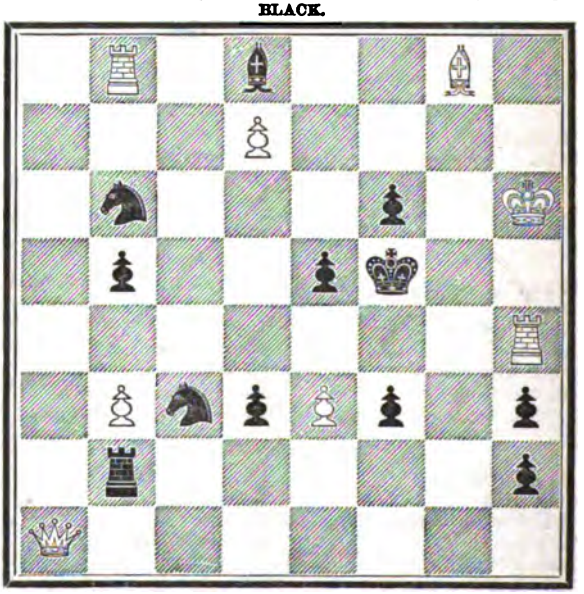
BLACK.

WHITE.

White to play and mate in three moves.

Problem XLVI.—By the late Mr. J. V. Szirmay, Koniggratz.

BLACK.



WHITE.

White to play and mate in three moves.

Problem XLVII.—By Mr. Joseph W. Abbott.

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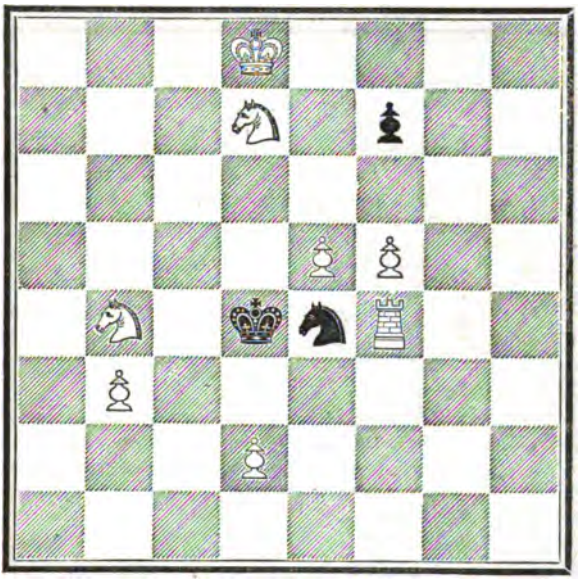

WHITE.

White to play and mate in four moves.

Problem XLVIII.—By "St. Just," of Adelaide.

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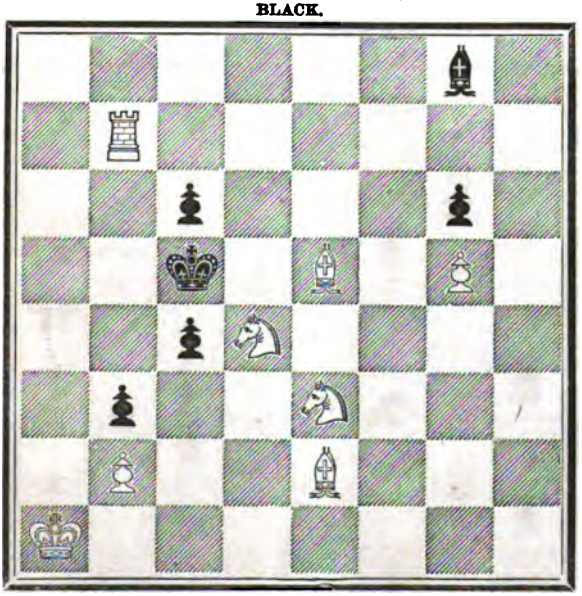

WHITE.

White to play and mate in four moves.

Problem XLIX.—By Mr. S. Loyd.

(La Stratégie.)

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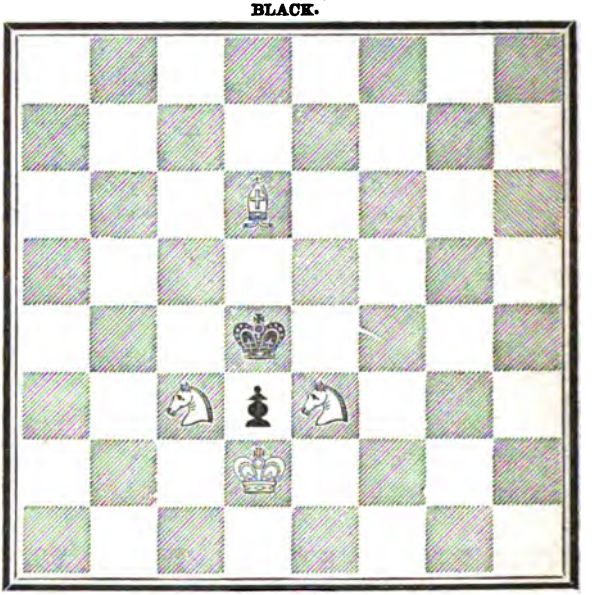

WHITE.

White to play and mate in five moves.

Problem L.—By Mr. J. Drtina.

(The First Prize Problem of the West Rhenish Congress).

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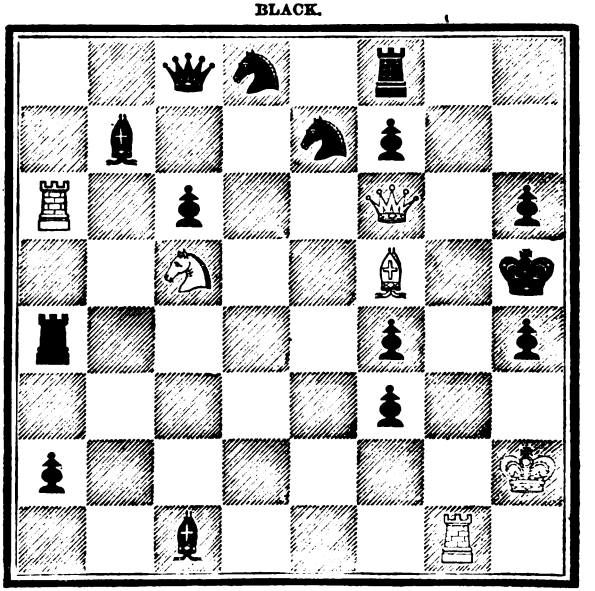

WHITE.

White to play and mate in five moves.

The Chess World.

CHESS EDUCATION.

IT is much to be regretted that we have no national Chess organization deserving of public confidence. How long the present state of things—so very unsatisfactory as it is—is to continue, it were rash to conjecture. But it does not follow that because a so-called British Association stands in the way, there can, therefore, be nothing done for British Chess. Ought there not, for that very reason, to be the more diligent enquiry as to what can be done to alleviate existing evils, and to prepare all who wish Chess well, to act in its interests when the opportune moment comes? Especially is there need for earnest, unflagging, individual effort, when, as now, associated effort is hampered,—when Chess suffers injury through a compelled quiescence in its domains. Perhaps the Editors of the CHESS WORLD will allow one who has neither the leisure for Chess, nor the opportunities he once had, to throw out a hint or two appropriate to these do-nothing times. So far as my suggestions are of value, others may manipulate them to better purpose. And even should any of my notions be found worthless or impracticable, it can do little harm to propound them; for discussion is better than stagnation. For my own part, I like to see evident error stand boldly out, since truth can then be set side by side with it. Your readers must not think, however, that I mean, at this time, to set before them anything particularly questionable.

Chess gets, in many respects, but sorry justice at the hands of its friends. We may not be ashamed to acknowledge a casual acquaintance with it; we own we know the moves and reckon it not at all a bad game, but as for any lively interest in it, that may be known but to a few who are possessed with a like admiration. We listen to the reproaches heaped on it; we hear, without protest, its merits set down as defects; we even assent to murmurs muttered against it by men that know nothing of it. Because it is not a frivolous parlour amusement, because it is not like this or that or the other pastime, it is decried, and the special place that belongs to itself is not recognized. I would have Chess-players resist, more manfully, this tabooing of their noble game. But more than this is required; their action must be not defensive merely, but aggressive. Not only must care be shown to counteract current errors regarding

the game, and prevalent prejudices against it,—more must be attempted in the way of educating young men in Chess. I propose nothing so Utopian as the introduction of Chess chairs in the Universities; nor would I bring the game into contempt by encouraging "professionals" of the sort we know, to go the round of the Public Schools. What is wanted is a more informal education. It would cost many of us little time and trouble to give valuable aid and great encouragement to youths that show promise of aptitude for Chess. If it is my favorite pastime, my love for it should lead me to do what little I can to imbue those I can influence with something of my liking. It may be no treat to me to give the Queen to a big boy, and beat him, but it may render him, and through him may render Chess, very important service. If I continue to give the Queen and a hint or two, I may come to have more enjoyment in the play; and should my pupil prove apt, I shall soon have to play at considerably less odds. By and by I shall possibly begin to think I am losing my power of combination, my skill in strategy. Perhaps so. At any rate, the distance between myself and my opponent is rapidly lessening. At length he beats me, playing even; but my high estimate of my own abilities induces me to attribute this not to the weakness of my play, but to the value of my teaching. Some of my pupils may boggle at receiving odds; these are not so hopeful. In a few cases it may be prudent to humour this fancy of self-conceit, though as a rule it should be resisted. One of the best schemes our friends can adopt, if they would dedicate their efforts to "Prince Posterity," is to give loving lessons to any who, though they are but tyros in scientific knowledge of the game, evince a hearty interest in it, and an anxiety to practise it.

The clubs, too, ought to prosecute according to their opportunities, the good work of Chess education. The committees and members of clubs too frequently content themselves with providing for their own entertainment. Naturally enough, they first of all look to convenience for their own play, and also, it may be, to securing for themselves the means and facilities for studying the game. But societies, as well as individuals, should be aggressive. What hinders clubs to entertain, encourage, and instruct others in addition to their own members? They would add greatly to their strength by the institution of subsidiary agencies. In some of our large towns flourishing clubs would, I think, flourish all the more were they to fit up comfortably, but at little expense, a room or two for the accommodation of men that cannot afford to join an exclusive club. Clerks, artizans, &c., would there have opportunities of studying and practising the game. Admission to such rooms might be granted at a nominal charge, and should occasionally be free. Two or three would undertake the charge of the property in return for the privilege of having admission gratis; and the only restriction requisite seems to be the prohibition of all work and amusement excepting Chess-play. Some such method should at least have a trial. Committees would do well to consider it; and if, as is extremely

probable, some of them can improve on this plan, let them favor other committees, through the CHESS WORLD, with the result of their deliberations, or (better still) of their experience.

I am ashamed, on looking back, to find that I have employed so many words to say so little. There is, I daresay, little that is novel in what I have said. Let it not be forgotten, however, that there are times when commonplace truths need to be spoken, and spoken again and again, and when commonplace duties urgently demand attention. The present is such a time. We regret the present; let us turn our regrets to practical account by making preparation for the future. Better days are surely to dawn on us, and in view of them we ought to be labouring individually so as to hasten them on, and so that, when the good time does come, we may be prepared to enjoy its good.

SENESCENS.

THE PROFESSOR'S DAUGHTER.

(Continued from page 279.)

A murmur of applause ran through the room; but the Professor reproved Hedwig for an oversight. "How could you be so blind? You might have drawn the game," said he, "by a perpetual check." A tear trembled in Hedwig's eye, and she left the room.

My friend the geologist came forward as the champion of the young lady. "A thousand pardons, Herr Professor, there is no perpetual check—the game is forced any way."

"Surely not," returned the Professor; "if instead of the useless move of Q. to B., she had played Q. to Q. B. fourth (check), she might at least have won the Bishop."

"Again pardon me, Herr Professor," replied the polite geologist. "You could not capture the B., because there is a mate on the board—R. takes P., mate. Besides, if Q. checks, the B. interposes. Now just let us go through the moves:

Q. to B. fourth (check)	B. to Q. B. third
Q. to Kt. eighth (check)	K. to B. second
Q. to B. seventh (check)	K. to Kt. third
Q. takes Kt.	B. takes Q. (check)—

the only move to prolong the game.

K. to Kt.	B. to Kt. seventh
P. to K. R. third	B. takes Pawn;

and the pawns must win."

"But why should the Q. go all the way to Kt. eighth to check?" asked the Professor; "why not check at K. sixth, then at K. seventh; again at Kt. fourth, and so on."

During this discussion, in which all present were interested, I quietly left the room, took my hat, and departed. I was in no humour for sleep, and wandered out of the town to a height overlooking the Rhine. The moon was near the full, and the sky was cloudless; the cool night air was refreshing to my heated brow, and the loveliness and tranquillity of the scene restored calm to my agitated mind. Instead of thoughts rushing through my mind with the rapidity of the bright stream below, I was able to look steadily at the events of the evening, and their probable consequences. That the Professor was mortified at his daughter's defeat was evident; but as I knew that he respected chess talent in others, I hoped he would forgive it in me, although his own kin were the victim. That I had previously avoided chess encounters was, I thought a favourable circumstance. and I had been so evidently driven into that contest; I had not sought to show off my skill, and had played this with so much reluctance, that I felt pretty confident of the Professor's love of fair play for setting me right with him. But how about Hedwig—how did she feel? I knew that her love for her father was superior to all other considerations; and if he were reconciled, she too would be friendly. I also trusted to her woman's nature which admires intellectual strength in man, and despises weakness (for, in spite of modern Bloomerism, that is woman's nature, as instinctively true as the ivy clinging to the oak, or seeking support from the castle wall). Had she won the game, as I first intended she should. she would not have been content with her triumph at the expense of my weakness. It is true that this might be supposing too much—namely, that she regarded me with interest—I fondly hoped that such was the case; at any rate, my course seemed clearly to be to make friends with her father. But how? A lucky thought occurred to me. Koch, in the introduction to his *Codex*, has a poem on the Origin of Chess. It is the old story of that intolerable Brahmin and his impossible grains of wheat. The Professor had once pointed this out to me as one of the finest specimens of poetry in the German language; and expressed a wish to see it translated into English verse. I determined to gratify him that very night. I hastened to the porter's lodge, and asked for *Qui*, the laboratory assistant; he was not at hand, but his son (whom the students named *Cujus*, the genitive of the paternal patronymic) was there, and I told him to get me the key of the laboratory, because I wanted to fetch a book. He soon procured the key and a lantern, and we found the *Codex* by the side of the last edition of Berzelius's huge work; and I carried it home with me. I asked the landlady for an extra candle, and was soon deeply occupied in transferring Koch's lines into sounding English heroics, The poem contains two hundred and sixty-six lines, besides notes; but as it is in blank verse, my task was easy.

I began in this style:—

'Twas at the time when Attila the Hun
Wasted the plains of fruitful Lombardy,
There dwelt in distant Inde a youthful king,
Tyrant no less than Attila the Hun.
Unskill'd to rule his people or himself,
Ignoring other empires save his own,
He deem'd the empire worshipp'd him as god,
And that his words and acts were wise and good,
Himself the source whence wisdom, goodness, flow'd.

I finished my translation, and made a fair copy by about seven in the morning—folded it in the form of a letter directed to the Professor, with my respects —took it to the porter, and told him to place it on the Professor's breakfast-table. I returned home and prepared for the laboratory, whither I went at my usual hour of 9.30. I was busily engaged in weighing some precipitates, when the Professor came in. He had a fresh rose in his black velvet coat, and his face was so radiant with smiles, that he looked as if he had been drinking "sunshine and water."* He took both my hands in the most cordial manner, kissed me on both cheeks, after the custom of his country, and thanked me for my magnificent *Uebersetzung*. He said that his daughter was particularly charmed with it. I enquired how Mademoiselle was, but made no allusion to the events of the previous evening; I thought it best to ignore them, unless the Professor himself should introduce the subject. "She is quite well," said he, "and is now hard at work in the garden."

"Would you kindly allow me to pay my respects to her?"

"Certainly," replied he. "Take my key and go in by the stone wall gate."

I was only too glad to avail myself of the permission. Papa was kind, and I hoped Mademoiselle would be equally so. I entered the garden with a palpitating heart, and found Hedwig trimming the bed of flowers before the little arbour. She wore a round straw hat and a jacket, which showed off her beautiful figure to perfection. She looked very lovely, and I felt that the agitation and blushes which we usually assign to maidens on occasions of this kind, were rather on my side.

As soon as we began to talk, I was relieved. She gave me her hand, and thanked me warmly for the gratification I had afforded her father. "It was very kind of you, Mr. Albert, to take so much trouble; the lines are very nice, and I shall make them the subject of a good many lessons in English."

* I should explain that this was Hedwig's expression; and it arose from her father's habit of taking his morning's pipe in a little shady arbour in the garden, into which the morning sun just peeped, and lighted up the shelf on which the Professor placed the glass of water which he drank with his pipe. The water shone out resplendently, and when the Professor was in a very bright humour, Hedwig was accustomed to say, that "Papa had been drinking sunshine and water."

"If they meet with your approbation, I shall indeed think highly of them, and especially if you and the Herr Professor will accept them as a peace-offering."

"Oh, you are thinking of my foolish behaviour last night," she remarked, with a blush. "Indeed it is I that should make a peace-offering;" and she gracefully presented me with a rose.

"You will at any rate forget and forgive the deceit I have practised so many months, in concealing my chess-play," I remarked with some embarassment. "Anything like deception is so intolerable to me in your presence that I grieve over this, although my motive was pure."

She blushed deeper, but recovering herself, said, "Ah! that does deserve some punishment; but you are punished already. Everybody is talking about you. They all declare you are the finest chess-player in the University; and they talk of getting up matches between yon and some magnates. But why evade chess as you have done? Why play with such evident reluctance as you did with me last night?"

"Because," said I, leading her to walk up and down the garden, "I prefer being a good chemist to being a good chess-player."

"'*Mais l'un n'empêche pas l'autré*,' as Cuvier said to a philosopher, who boasted that he knew nothing of Law, because he knew a good deal of Natural History."

"That may be true of some minds, but it does not appy to mine," I answered." "Indeed, I doubt whether any man is capable of excelling in more than one pursuit. It is easy to get a little knowledge of many things; but the seeker after excellence is bound by stern necessity to his own pursuit. Even in so trivial a thing as dancing, the proficient must go through the wearying rounds of practice, eight or ten hours a day for years together; and when excellence is attained, must still practise hours per day to retain it. It is so in all pursuits, mental and physical, and especially so in chemistry."

"I am sure you will succeed," said Hedwig. "The Divine blessing always accompanies singleness of purpose and purity of mind."

"I have no friend or relation in the world, Hedwig," said I, "at least, no one who cares for me. Science must be my friend and companion; and she, like the higher Being to whom you refer, is a rewarder of them who diligently seek her. At least, until I get an appointment, I cannot hope for such a friend as my nature yearns for—unless you, Hedwig—pray forgive me—will allow me to hope when I have left this place that you will think of me."

"If it is not wrong to say so," replied Hedwig, turning pale, but looking full in my face, "I will think of you as my best friend, next to my father."

"Thanks, dear Hedwig," I said, "and should your father not object, may I continue to call you dear Hedwig—my own—for ever.?"

We were now "unter den Linden" in the Professor's garden. The lark

was carolling in mid-air, the flowers were the only eyes that watched us,—and here on this bright and beautiful morning Hedwig sank into my arms and whispered "Dear Albert."

I have little more to say. Five years after this eventful morn, I was appointed to the Chair of Chemistry at ———, which I still retain. Hedwig immediately became *die Frau Professorinn*—an appointment which, I am happy to say, she still retains.

Wishing you success in your new work, I remain, &c., &c.,

ALBERT.

P.S.—My wife, who has just been reading the above, requests me to say that our respected father still retains the title of *der Herr Professor*, although he retired from the professorship some years ago. Before his retirement, he was so fortunate as to meet with two new minerals, which he named respectively *Berzeliusite* and *Kochite*. His analyses of them are published in Poggendorf's *Annalen*, and also in Silliman's *American Journal of Science*. The Professor is still in good health, though advanced in years. During our long vacation we visit him at his small house on the Banks of the Rhine, and he returns with us to pass the winter in England on account of the milder climate. He has taught our eldest boy chess, and endeavoured to inspire him with respect for the *Codex* but I am sorry to say that the young rebel prefers Staunton's *Handbook*, and justifies the choice on the ground that Koch does not give the Evans' gambit. The Professor says that Mr. Staunton would have immortalised himself if he had brought out a new edition of the *Codex* instead of the *Handbook* and *Companion*.

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING,

By M. C. F. de JAENISCH.

(*Continued from page* 247.)

(*d.*)*

6. B. to K. second

This move, played for the first time by Mr. Lowenthal, excludes, equally with 6. B to Q. third ———, the defence 6. ——— P. to Q. B. fourth, because of 7. B. to Q. Kt. fifth, check ——— B. to Q. second 8. Kt. to K. B. fifth ——— (See *b*, page 209.) But Mr. Lowenthal's move, although preferable to 6. P. to K. B. fourth ———, admits,

* For the preceding moves, see page 239.

like the latter, of two good defences:—6. P. to Q. fourth and 6. Castles.

FIRST DEFENCE.

6. P. to Q. fourth

7. P. to K. fifth

It is very curious that 7. P. takes P. / Kt. takes P., 8. Kt. takes Kt. / Q. takes Kt., followed either by 9. B. to K. B. third / Q. to K. fourth, ch., 10. B. to K. third / Castles, 11. Castles / P. to Q. B. third; or 9. Castles / B. to K. B. third, 10. Kt. to Q. Kt. fifth / Q. to Q. B. fourth, 11. Q. to K. second / P. to Q. R. third; or 9. Castles / Castles, 10. Kt. to Q. Kt. fifth / Q. takes Q., ch., 11. R. takes Q. / Kt. to Q. R. third, 12. B. to K. B. fourth / P. to Q. B. third, 13. Kt. to Q. sixth / Kt. to Q. B. fourth, 14. B. to K. third / B. takes Kt., 15. R. takes B. / Kt. to K. fifth does not obtain any real advantage for White, notwithstanding the moves which he gains.

7. Kt. to K. fifth

8. Kt. takes Kt. P. takes Kt.

9. B. to K. third (best)

If 9. Castles / B. to Q. B. fourth (correct move), 10. B. to K. third / B. takes Kt., 11. B. takes B. / Castles producing combinations which will be found hereafter. And if 9. Castles / B. to Q. B. fourth, 10. P. to Q. B., third / Castles, 11. B. to K. third / B. takes Kt., 12. B. takes B. / B. to K. third, 13. Q. to Q. B. second / B. to Q. fourth, 14. Q. R. to Q. square / P. to Q. B. third will not occasion Black any embarrassment. In reply to 9. B. to K. B. fourth he ought also to play 9. P. to Q. B. third / B. to Q. B. fourth, to continue, in case of 10. Kt. to Q. Kt. fifth / B. takes Kt., and, in case of 10. Q. takes Q., ch. with 10. Q. R. takes Q. / Kt. to Q. R. third, 11. Kt. to Q. B. third / B. to Q. Kt. fifth, which promptly equalises the game.

9. B. to Q. B. fourth

A move indispensably necessary to relieve Black from the Kt., which restrains the development of all the pieces on his Q.'s side, and which he cannot dislodge by 9. P. to Q. B. fourth without permitting entry into his game. If Black played 9. Castles, the proper answer to this faulty move would be again 10. B. to Q. B. fourth, thus retarding the suitable disengagement of his forces. For the only feasible move, 10. B. to Q. B. fourth would then become unadvisable on account of the attack 11. P. to K. sixth 12. Kt. takes P. P. takes P., which White would acquire, and by which, in this case, he would win.

We may add that 9. Q. to Q. fourth followed by 10. Kt. to Q. Kt. fifth would cost Black a Pawn, or the exchange, as the reader may easily discover.

After 9. B. to Q. B. fourth, White has the choice of four ways of playing, which we are going to examine, seriatim.

FIRST ATTACK.

10. Castles. B. takes Kt.
11. B. takes B. Castles
12. B. to Q. B. fifth

12. B. to Q. B. fourth followed by 12. B. to K. B. fourth
13. B. to Q. B. fifth (Q. takes Q.) 14. Q. R. takes Q. (K. R. to K. square) 15. K. R. to K. square (if
15. B. to Q. fifth (15. P. to Q. B. third) 15. Q. Kt. to Q. second
would transfer the advantage to Black.

12. R. to K. square

He could equally well play 12. Q. takes Q. 13. Q. R. takes Q. R. to K. square.
Then 14. B. to Q. B. fourth B. to K. B. fourth 15. K. R. to K. square Kt. to Q. second reproducing the same
combination, favorable to Black. And if 14. R. to Q. fourth B. to K. B. fourth
15. K. R. to Q. square Kt. to Q. B. third followed by 16. B. to Q. Kt. fifth Kt. takes R. 17. B. takes R. Kt. to K. seventh, ch.

18. K. to B. square / R. takes B. 19. K. takes Kt. / P. to K. B. third (correct move). White is compelled (to avoid 20. P. takes P. / B. to Kt. fifth (ch.) 21. P. to B. third / P. takes B. P. (ch.)) to adandon his K.'s Pawn.

White has then no better move than 14. P. to K. B. fourth of which the correct continuation:— 14. K. B. takes P. / P. takes P. in passing 15. Kt. to Q. B. third

16. B. takes Kt. / P. takes B. 17. R. to K. B. fourth / R. to Q. Kt. square 18. K. R. to Q. fourth / P. to Q. R. fourth

19. B. to Q. R. seventh / R. to Q. eighth (if 19. B. to K. B. fourth, 19. R. to Q. eighth or B. to B. fifth)

19. R. to Q. R. square / B. to K. B. fourth 20. and the result would probably be a drawn game.

13. Q. takes Q.	R. takes Q.
14. Q. R. to Q. square	R. takes R.
15. R. takes R.	Kt. to Q. B. third
16. B. to Q. Kt. fifth	B. to K. B. fourth

The same response as to 16. B. to Q. B. fourth.

17. B. takes Kt.	P. takes B.
18. B. takes Q. R. P.	P. to K. R. third
19. B. to Q. B. fifth	R. to R. fourth

19. R. takes P. would be a fault, leading to 20. B. to Q. R. third.

20. B. to Kt. fourth	R. takes K. P.

And the Bishops being on different colored diagonals, will enable Black to draw the game, notwithstanding the less favorable disposition of his Pawns.

SECOND ATTACK.

10. B. to Q. B. fourth	B. takes Kt.
11. B. takes B.	Castles
12. B. to Q. B. fifth	Q. takes Q (check)
13. Q. R. takes Q.	R. to K. square
14. B. to Q. fifth	

Castles

This is much better than 14. which would allow Black to play his Bishop to K. B. fourth.

14. Kt. to Q. B. third (correct move)

14. B. takes Q. Kt. P. would be a serious error, because of 15. R. takes K. P.

So also, 14. Kt. to Q. second ——— followed, for the best, by 15. B. takes B. ——— 16. R. takes Kt. ——— would equally yield an advantage to White.

15. B. takes Kt.

White cannot play 15. B. takes K. P. ——— because of 15. R. takes P. ———

15. P. takes B.

16. B. to Q. fourth

White has no better move, for 16. R. to Q. fourth ——— as well as 16. B. to K. B. fourth ——— 17. Castles ——— would cost him his King's Pawn. K. R. to K. square ———

16. B. to Q. R. third

17. K. to Q. second P. to Q. B. fourth

18. B. to Q. B. third B. to Q. Kt. second

The game correctly continued could only end as a remise.

THIRD ATTACK.

10. Kt. to Q. Kt. fifth B. takes B. (correct move)

11. Q. takes Q. (check)

If 11. P. takes B. ——— Black should not exchange Queens, but play 11. Kt. to Q. B. third ——— which leads, by 12. Q. takes Q. check ——— K. takes Q. ——— to the same combinations, which follow presently. And if, instead of 12. Q. takes Q. (check) ——— White castles, Black will escape all danger by 12. Q. to K. second. ———

11. K. takes Q.

12. Q. R. to Q. square (check) B. to Q. second

13. P. takes B. Kt. to Q. B. third

14. P. to K. sixth

14. Castles ——— would be followed by 14. Kt. takes P. ——— 15. R. to K. B. fourth ——— K. R. to K. square ——— 16. R. takes K. P. ——— K. to Q. B. square; 17. Kt. to Q. fourth ——— P. to Q. B. third ——— or by 17. R. to Q. fourth ——— B. takes Kt. ——— 18. B. takes B. ——— P. to Q. B. third, &c. ———

14. P. takes P.

15. B. to K. Kt. fourth

The variation, 15. Castles / Kt. to K. fourth 16. Kt. to Q. fourth / K. to K. second and 15. Kt. to Q. fourth / Kt. takes Kt. 16. R. takes Kt. / P. to Q. B. fourth 17. R. takes P. (If, 17. R. to Q. B. fourth / P to Q. Kt. third), 17. R. to Q. B. fourth / K. to Q. B. second again enables Black to disembarrass his men.

15. R. to K. square

16. Kt. to Q. fourth

16. Castles / Kt. to K. fourth 17. B. to K. R. third / K. to B. square 18. Kt. to Q. B. third / B. to Q. B. third would evidently be in favor of Black.

16. Kt. takes Kt.

17. R. takes Kt. P. to Q. B. fourth

18. R. takes P.

18. R. to Q. B. fourth would lead to 18. P. to Q. Kt. third and as then White could not Castle on account of 19. B. to Q. Kt. fourth he should play, first, 20. R. takes K. P. followed by 20. K. to B. second.

18. K. to B. second

19. Castles R. to K. second

The game is perfectly even.

FOURTH ATTACK.

10. P. to K. sixth P. takes P.

11. B. to Q. B. fourth

The sacrifice is well conceived, for 11. Kt. takes P. leading to 11. Q. takes Q. (check) 12. R. takes Q. / B. to K. R. fifth (check) 13. B. takes B. / B. to Q. fourth 14. Kt. to Q second / P. to K. Kt. third 15 B. takes B. / R. to K. B. square 16. B. to K. second / P. to Q. B. fourth 17. B. to Q. B. third will be of no advantage to White.

11. Castles B. takes Kt.

12. B. takes B. Kt. to Q. B. third

If Black play 12. Castles the only advantageous continuation for White is, 13. B. to Q. B. fifth / Q. takes Q. (check) 14. R. takes Q. / R. to K. square 15. R. to Q fourth followed

either by 15, Kt. to Q. B. third 16. R. takes P. B. to Q. second 17. Castles,

or by 15. Kt. to Q. second 16. B. to Q. R. third Kt. to Kt. third 17. R. takes P. B. to Q. second

18. B. to Q. Kt. third and, thanks to Black's isolated centre Pawn, White has thus a superiority in position.

13. B. to Q. Kt. fifth

13. B takes K. Kt. P. Q. takes Q. (check) 14. R. takes Q. R. to K. Kt. square 15. B. to K. B. sixth R. takes Kt. P. or

13. B. to Q. B. fifth Q. takes Q. (check) 14. R. takes Q. B. to Q. second 15. B. to Q. Kt. fifth Castles would be

rather hurtful than useful to White.

13. Castles

The line of play 13. Q. to K. Kt. fifth 14. B. takes Kt. (check) P. takes B. would not

be good for Black, unless White moved 15. Castles which would permit

15. B. to Q. R. third 16. K. R. to K. square Castles, Q. side 17. B. to K. third R. takes Q. 18. B. takes Q. R. Q. to K. second

But the correct move 15. would endanger Black's game, and very considerably so, in case of 15. Q. takes Kt. P. 16. Castles.

14. B. takes Kt. P. takes B.

15. Castles

15. B. to Q. B. fifth Q. takes Q. (check) 16. R. takes Q. R. to K. B. fourth 17. R. to Q. eighth (check) K. to B. second

18. B. takes Q. R. P. R. takes B. 19. R. takes B. R. takes Q. R. P. 20. R. takes P. (check) K. to B. third

21. Castles R. takes Q. Kt. P. 22. R. takes Q. B. P. P. to K. R. fourth.

The game is about equal.

15. Q. to Q. fourth

Black has a Pawn more, but, in return, two of his Pawns are doubled and isolated. On the whole, the absence of other minor Pieces, than two Bishops running on different colored diagonals, and the facility with which Black may force an exchange of Queens and Rooks by the sacrifice of one or two of his Pawns, ensures him, in my opinion, a drawn game.

(To be continued.)

GAMES.

This and the two following games, with the accompanying notes, are extracted from the forthcoming Book on the Paris Congress, by Mr. M. de Rivière and Neümann.

Game LXXIII. ✓

Between Mr. Kolisch and Mr. Czarnowski.

(French Opening.)

Black (Mr. Kolisch).	*White* (Mr. Czarnowski).
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. B. to Q. third	

["The usual move here is Kt. to Q. B. third."]

3.	P. takes P.

["We prefer P. to Q. B. fourth."]

4. B. takes P.	Kt. to K. B. third
5. B. to Q. third	Kt. to Q. B. third
6. Kt. to K. B. third	B. to Q. third
7. Castles	B. to Q. second

["This move is not good, inasmuch as it loses time and turns the Bishop from his best course, the long diagonal. Moreover, it allows the adversary to form a good attack with his Pawns. We prefer in this position P. to Q. Kt. third, and think that would have given White a secure game."]

8. P. to Q. B. fourth	P. to K. R. third

["This is another serious loss of time."]

9. Kt. to Q. B. third	P. to Q. Kt. third
10. P. to Q. R. third	Q. Kt. to K. second

["Mr. Czarnowski should have played here P. to Q. R. fourth."]

11. P. to Q. Kt. fourth	P. to Q. B. fourth

["P. to Q. B. third is much better. The move in the text altogether spoils the game."]

12. Q. P. takes P.	P. takes P.
13. B. to K. fourth	B. to Q. B. third
14. B. takes B. (check)	Kt. takes B.
15. Q. to Q. R. fourth	Q. to Q. B. second

["Very feeble."]

16. Kt. to Q. Kt. fifth	Q. to Q. second
17. R. to Q square	Kt. to K. fifth
18. Kt. takes B. (check)	Kt. takes Kt.
19. P. takes P.	Kt. to K. fourth
20. Q. takes Q. (check)	Kt. takes Q.
21. P. takes Kt.	R. to Q. B. square
22. B. to K. third	R. takes P.
23. Q. R. to Q. B. square	R. takes R.
24. R. takes R.	Castles

25. B. takes Q. R. P.	R. to Q. square
26. R. to Q. B. seventh	Kt. to K. B. third
27. B. to Q. B. fifth	Kt. to K. fifth
28. P. to Q. seventh	Kt. takes B.
29. R. to Q. B. eighth	Kt. to Q. Kt. seventh
30. Kt. to K. fifth	K. to R. second
31. P. to Q. R. fourth	P. to K. B. third
32. R. takes R.	Kt. takes R.
33. P. to Q. R. fifth	

And wins.

Game LXXIV.

Between Messrs. Golmayo and Winawère.

(Evans'-Gambit.)

White. (Mr. Golmayo.)	*Black.* (Mr. Winawere.
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. P. to Q. fourth	P. takes P.
7. Castles	P. to Q. third

["The best move, if he had played P. to Q. sixth then follows,—

7.	P. to Q. sixth
8. Kt. to K. Kt. fifth	Kt. to K. R. third
9. Kt. takes B. P.	Kt. takes Kt.
10. B. takes Kt. (check)	K. takes B.
11. Q. to K. R. fifth (check)	P. to Kt. third
12. Q. takes B.	

White regains a Pawn, and has the better position again, if—

7.	Kt. to K. B. third
8. P. takes P.	B. to Q. Kt. third
9. P. to K. fifth	P. to Q. fourth
10. P. takes Kt.	P. takes B.
11. R. to K. square (check)	K. to B. square
12. B. to Q. R. third (check)	K. to Kt. square
13. P. to Q. fifth	Kt. to Q. R. fourth
14. B. to K. seventh	Q. to Q. second
15. P. takes P.	K. takes P.
16. Q. to Q. second	P. to K. R. third
17. B. to B. sixth (check)	K. takes B.
18. Q. to Q. B. third (check)	K. to B. fourth
19. Kt. to K. R. fourth (check)	K. to Kt. fourth
20. Q. to K. fifth (check)	K. takes Kt.

And White gives mate in three moves."]

8. P. takes P.	B. to Q. Kt. third
9. P. to Q. fifth	Kt. to Q. R. fourth
10. B. to Q. Kt. second	Kt. to K. second
11. B. to Q. third	Castles
12. Kt. to Q. B. third	P. to K. B. third
13. Kt. to K. second	Kt. to K. Kt. third
14. Kt. to K. Kt. third	

["It is better to play Q. to Q. second."]

14.	P. to Q. B. fourth
15. R. to Q. B. square	Kt. to K. fourth

["We prefer here, P. to Q. R. third."]

16. Kt. takes Kt.	B. P. takes Kt.
17. Q. to Q. second	P. to Q. R. third
18. K. to R. square	B. to Q. B. second
19. P. to K. B. fourth	Q. to K. second
20. P. takes P.	R. takes R. (check)
21. R. takes R.	

["White has a grand superiority of position."]

21.	P. takes P.
22. B. to Q. B. third	P. to Q. Kt. third
23. B. takes Kt.	P. takes B.
24. B. to Q. B. fourth	Q. to Q. third
25. Q. to K. B. second	B. to Q. second
26. Q to B. seventh (check)	K. to R. square
27. Kt. to R. fifth	

["If White had played the Kt. to K. B. fifth, and, on their Kt. being taken, had retaken with the Rook, we believe Black would have found it difficult to make a drawn game."]

27.	R. to K. Kt. square
28. Kt. to K. B. sixth	

["This sacrifice would have been right if White had had time to advance his P. to K. R. third first."]

28.	P. takes Kt.
29. R. takes P.	B. to K. square
30. R. takes Q.	B. takes Q.
31. R. to Q. seventh	B. to K. Kt. third
32. P. to Q. sixth	

["White should have taken the Bishop with his Rook, and in that case he could certainly have drawn the game."]

32.	R. to Q. Kt. square
33. P. to K. R. third	B. to Q. square
34. B. takes Q. R. P.	B. takes K. P.
35. R. to Q. B. seventh	B. takes R.
36. P. takes B.	R. to Kt. eighth (check)
37. K. to R. second	B. to K. B. fourth
38. B. to Q. third	R. to Q. Kt. second

39.	B. takes B.	R. takes P.
40.	K. to Kt. third	P. to Q. B. fifth
41.	B. to Q. B. second	R. to Q. second
42.	K. to B. third	R. to Q. seventh

And White abandonned the game.

Game LXXV.

Between Messrs. Kolisch and Golmayo.

(Sicilian Opening.)

	White (Mr. Kolisch).	*Black* (Mr. Golmayo).
1.	P. to K. fourth	P. to Q. B. fourth
2.	Kt. to Q. B. third	P. to K. third
3.	P. to K. Kt. third	Kt. to Q. B. third
4.	B. to K. Kt. second	P. to K. fourth

["We approve of this; at the same time, we wish to point out that it would have been better to push this Pawn two steps, at the third move, after playing out the Q. Kt.; White's moves remaining the same, by which Black would have gained time."]

5.	K. Kt. to K. second	P. to Q. third
6.	P. to Q. third	P. to K. Kt. third
7.	Castles	B. to K. Kt. second
8.	P. to K. B. fourth	K. Kt. to K. second
9.	P. takes P.	Kt. takes P.

["We observe here an inconsistency, for Black had played the Pawn to K.'s fourth to prevent the advance of White's Pawns; logically, therefore, Mr. Golmayo ought to have retaken with the Queen's Pawn."]

10. B. to K. Kt. fifth

["Feebly played."]

10.		P. to K. R. third
11.	B. to Q. second	B. to K. Kt fifth
12.	Q. to K. square	B. takes Kt.
13.	Q. takes B.	Castles
14.	K. to R. square	Q. to Q. second
15.	Q. R. to K. square	P. to Q. Kt. fourth
16.	B. to K. third	P. to Q. Kt. fifth
17.	Kt. to Q. square	Q. to Q. R. fifth
18.	Q. to Q. second	K. to R. second
19.	P. to Q. Kt. third	Q. takes Q. R. P.

["In the general way it is imprudent thus to withdraw the Queen from the centre of action, for the mere purpose of winning a Pawn of little value."]

20.	Kt. to K. B. second	Q. Kt. to Q. B. third
21.	Kt. to K. Kt. fourth	Kt. to K. Kt. square
22.	P. to K. fifth	Kt. takes P.
23.	Kt. takes Kt.	B. takes Kt.
24.	B. takes Q. R.	B. to Q. B. sixth

["If—

24.	R. takes B.
25. R. takes P. (check)	K. to R. square
26. B. takes R. P.	B. to Q. B. sixth
27. Q. to K. Kt. second	

And wins."]

25. Q. to K. Kt. second	B. takes R.
26. R. takes B.	Kt. to K. second
27. B. to K. B. fourth	Kt. to K. B. fourth
28. B. to K. fourth	R. to K. square
29. R. to K. B. square	Kt. to Q. fifth
30. Q. to K. R. third	R. takes B.
31. Q. takes R. P. (check)	K. to Kt. square
32. P. takes R.	Q. takes Q. B. P.
33. Q. to K. R. third	Q. takes K. P. (check)
34. Q. to K. Kt. second	Q. takes Q. (check)
35. K. takes Q.	Kt. takes P.
36. B. takes P.	P. to Q. R. fourth
37. R. to K. B. fourth	

["White played this move with the intention to sacrifice the Bishop for the three passed Pawns."]

37.	P. to Q. R. fifth
38. B. takes P.	Kt. takes B.
39. R. takes Q. Kt. P.	P. to R. sixth
40. R. to Q. Kt. eighth (check)	K. to Kt. second
41. R. to Q. R. eighth	Kt. to K. third
42. R. takes P.	Kt. to Q. fifth
43. R. to Q. R. sixth	Kt. to K. third
44. K. to B. third	Kt. to Kt. fourth (check)
45. K. to B. fourth	Kt. to K. third (check)
46. K. to K. fifth	Kt. to Kt. fourth
47. R. to K. B. sixth	Kt. to K. R. second
48. R. to K. B. square	Kt. to K. B. square
49. K. to Q. sixth	P. to K. Kt. fourth
50. K. to K. seventh	Kt. to Kt. third (check)
51. K. to K. eighth	P. to K. B. third
52. R. to K. B. second	Kt. to K. fourth
53. K. to K. seventh	Kt. to Kt. fifth
54. R. to Q. R. second	K. to Kt. third
55. K. to K. sixth	Kt. to K. R. third
56. R. to Q. R. sixth	

["A false manœuvre; he could without any inconvenience have played P. to K. R. third."]

56.	Kt. to Kt. fifth
57. R. to Q. R. second	Kt. to K. R. third
58. P. to K. R. third	Kt. to B. fourth

59. P. to Kt. fourth	Kt. to Q. fifth (check)
60. K. to Q. fifth	Kt. to K. B. sixth
61. K. to K. fourth	Kt. to K. fourth
62. R. to Q. B. second	Kt. to B. second
63. K. to Q. fifth	Kt. to K. fourth
64. R. to Q. B. third	K. to B. second
65. R. to Q. B. seventh (check)	K. to Kt. third
66. K. to K. fourth	Kt. to B. second
67. R. to K. seventh	Kt. to Q. square
68. K. to Q. fifth	Kt. to B. second
69. R. to K. eighth	Kt. to R. third
70. K. to K. sixth	P. to B. fourth

["If—

72.	K. to Kt. second
71. R. to Q. R. eighth	Kt. to Kt. square
72. R. to Q. R. seventh (check)	K. to Kt. third

73. R. to K. B. seventh, &c.]

71. P. takes P. (check)	Kt. takes P.
72. R. to Kt. eighth (check)	Kt. to Kt. second (check)
73. K. to K. seventh	K. to R. second
74. K. to B. eighth	

["Why not K. to B. seventh?"]

74.	Kt. to K. R. fourth
75. K. to B. seventh	Kt. to B. fifth
76. R. takes P.	K. to R. third
77. P. to K. R fourth	Kt. to K. R. fourth
78. R. to K. Kt. eighth	K. to R. second
79. R. to Q. eighth	Kt. to B. fifth
80. K. to B. sixth	Kt. to K. R. fourth (check)
81. K. to Kt. fifth	Kt. to Kt. second
82. R. to Q. seventh	K. to Kt. square
83. R. to K. seventh	K. to B. square
84. K to Kt. sixth	Kt. to K. R. fourth
85. R. to B. seventh (check)	K. to Kt. square
86. R. to K. B. third	

And Mr. Golmayo surrendered.

Game LXXVI.

This and the next Game were played in connection with the Chess Tournay at Adelaide (Australia), during the past summer.

(*Q.'s Gambit declined.*)

White. (Mr. W. D. Scott.)	*Black.* (Mr. H. Charlick.)
1. P. to Q. fourth	P. to Q. fourth
2. P. to Q. B. fourth	P. to K. third

3. P. to K. third	P. to Q. B. fourth
4. Kt. to K. B. third	Kt. to Q. B. third
5. P. to Q. R. third	Kt. to K. B. third
6. Kt. to Q. B. third	P. to Q. R. third
7. B. to Q. third	B. to Q. third
8. Castles	P. takes Q. P.
9. K. P. takes P.	P. takes P.
10. B. takes B. P.	P. to Q. Kt. fourth
11. B. to Q. Kt. third	

[B. to Q. R. second looks a safer move.]

11.	P. to K. R. third
12. Q. to K. second	Castles
13. B. to K. third	B. to Q. Kt. second
14. P. to Q. fifth	P. takes P.
15. Kt. takes Q. P.	Kt. takes Kt.
16. B. takes Kt.	B. takes K. R. P. (check)

[White seems to have forgotten this counter-attack, which, it will be seen, completely foils his plans.]

17. Kt. takes B.	Q. takes B.
18. Q. R. to Q. square	Kt. to Q. fifth

[This is smart, as taking the K. Kt. Pawn with Queen and then playing Kt. to Q. fifth, dis. check, would be.]

19. Q. to K. Kt. fourth	Kt. to K. seventh (check)

[We look upon this as an error which ought to have cost the game. The correct move appears to be P. to K. B. fourth.]

20. K. to R. square	Q. to K. fifth
21. R to Q. second	

[Here White missed his opportunity. If he had exchanged Queens, and then played the Rook to Q.'s second, he must have won the Kt. for nothing, we believe.]

21.	Q. takes Q.
22. Kt. takes Q.	K. R. to K. square
23. R. takes Kt.	P. to K. B. fourth
24. Kt. to K. R. second	P. to K. B. fifth
25. R. from B. square to K. square	P. takes B.
26. R. takes P.	R. takes R.
27. R. takes R.	R. to Q. square
28. Kt. to Kt. fourth	R. to Q. seventh
29. P. to Q. Kt. fourth	P. to K. R. fourth
30. Kt. to K. fifth	R. takes K. B. P.
31. R. to K. Kt. third	P. to R. fifth
32. R. to Kt. fifth	P. to R. sixth
33. Kt. to B. third	P. takes P. (check)
34. K. to Kt. square	R. takes Kt.
35. R. takes P. at Kt. second	R to B. eighth (check)
36. K. takes R.	B. takes R. (check)
37. K. takes B.	K. to B. second

And White resigns.

Game LXXVII.

(Queen's Gambit declined.)

Black. (Mr. N. Charlick.)	*White.* (Mr. W. Fullarton.)
1. P. to Q. fourth	P. to Q. fourth
2. P. to Q. B. fourth	P. to K. third
3. Kt. to Q. B. third	P. to Q. B. third
4. P. to K. fourth	P. takes K. P.
5. Kt. takes P.	B. to K. second
6. Kt. to K. B. third	Kt. to K. B. third
7. B. to Q. third	Castles
8. Castles	Kt. takes Kt.
9. B. takes Kt.	Kt. to Q. second
10. B. to K. B. fourth	Kt. to K. B. third
11. B. to Q. B. second	B. to Q. third
12. Kt. to K. fifth	Kt. to K. square
13. Q. to Q. third	P. to K. B. fourth
14. K. R. to K. square	Kt. to B. third
15. B. to K. Kt. fifth	Q. to Q. B. second
16. B. takes Kt.	R. takes B.
17. P. to Q. B. fifth	

[We should have prefered playing P. to K. B. fourth.]

17.	B. takes Kt.
18. R. takes B.	B. to Q. second
19. B. to Q. Kt. third	P. to Q Kt. third

[Overlooking the intention of his adversary's last move.]

20. R. takes K. B. P.	Q. R. to K. B. square
21. R. takes R.	R. takes R.
22. P. to K. Kt. third	B. to K. square
23. R. to K. square	B. to B. second

[If B. to Kt. third, Black would have taken the K.'s Pawn with his Rook.]

24. P. to K. B. fourth	K. to R. square
25. R. to K. fifth	P. to K. Kt. third
26. Q. to K. third	Q. to Q. second
27. P. to Kt. fourth	P. to K. R. third
28. P. to K. R. fourth	K. to Kt. second
29. P. to K. Kt. fifth	R. to B. fourth
30. B. takes K. P.	B. takes B.
31. R. takes B.	

And Mr. Fullarton, after a few more moves resigned.

Game LXXVIII.

Our next two games were lately played between Messrs. Wormald and Wisker.

Evans'-Gambit.

Black. (Mr. Wormald.)	*White.* (Mr. Wisker.)
1. P. to K. fourth	P. to K. fourth

2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. P. takes P.	B. to Q. Kt. third
9. Kt. to Q. B. third	Kt. to Q. R. fourth
10. B. to Q. third	Kt. to K. second
11. P. to Q. fifth	Castles
12. B. to Q. Kt. second	Kt. to K. Kt. third
13. Kt. to Q. R. fourth	P. to K. B. third
14. Kt. takes B.	Q. R. P. takes Kt.
15. Q. to Q. second	P. to Q. B. fourth
16. Q. R. to K. square	B. to Q. second
17. K. to R. square	P. to Q. Kt. fourth
18. Kt. to K. Kt. square	Kt. to Q. B. fifth
19. B. takes Kt.	P. takes B.
20. P. to Q. R. third	B. to Q. Kt. fourth

[This game is not played in Mr. Wormald's happiest vein. At the present moment he is a Pawn inferior in force, and has no compensating advantage. A state of things which proves he has not made the most of his opening.]

21. Kt. to K. second	Kt. to K. fourth
22. Kt. to K. B. fourth	

[If Black intentionally played to sacrifice the exchange, the combination was not thoroughly thought out by him. It is possible, however, as the game was evidently an off-hand affair, that he did not see the immediate consequences of the move.]

22.	P. to Q. B. sixth
23. Q. takes P.	B. takes R.
24. R. takes B.	Q. to Q. R. fourth
25. Q. to Q. B. second	Q. to Q. Kt. fourth
26. R. to Q. B. square	R. to Q. R. fifth
27. Kt. to K. sixth	R. to B. fifth
28. B. to Q. B. third	Q. to R. fifth
29. Q. to Q. Kt. second	

[His best hope here appears at first view, to consist in exchanging Queens, and then aiming to draw the game; but it requires very little consideration to discover that the exchange of Queens would have been at least as disastrous as the move in the text. For suppose:—

29. Q. takes Q.	R. takes Q.
30. B. takes Kt. (best)	B. P. takes B.
31. Kt. takes R.	K. takes Kt.

And White wins easily.]

29.	R. to Q. Kt. square
30. P. to K. R. third	P. to Q. Kt. fourth

31. Q. to K. second	R. takes K. P.
32. Q. to K. R fifth	R. to K. R. fifth

[White follows up his advantage with pitiless determination, never once relaxing the hold he has obtained, and never affording his adversary the slightest opportunity of retrieving himself.]

33. Q. to K. second	Q. to K. fifth
34. Q. takes Q.	R. takes Q.
35. B. to Q. R. fifth	Kt. to Q. sixth
36. R. to Q. B. second	R. to Q. Kt. second
37. B. to Q. B. seventh (!)	R. takes Kt.

And Black resigned.

Game LXXIX. ✓

(Two Knights' Defence.)

Black. (Mr. Wisker.)	*White.* (Mr. Wormald.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	Kt. to K. B. third
4. P. to Q. fourth	P. takes P.
5. Castles	Kt. takes K. P.
6. R. to K. square	P. to Q. fourth
7. B. takes Q. P.	Q. takes B.
8. Kt. to Q. B. third	Q. to K. R. fourth
9. Kt. takes Kt.	B. to K. third
10. Q. Kt. to K. Kt. fifth	Castles
11. Kt. takes B.	P. takes Kt.
12. R. takes P.	B. to Q. third
13. P. to Q. Kt. fourth	

[Here Black commits an error almost as grave as that of his able opponent at the 22nd move of the preceding game.]

13.	B. takes K. R. P. (check)
14. K. to B. square	B. to Q. third
15. B. to K. Kt. fifth	Q. R. to K. square
16. R. takes B.	

[He appears to have no better move; and this is not a promising one by any means.]

16.	P. takes R.
17. K. to Kt. square	K. R. to K. B. square
18. P. to Q. Kt. fifth	Kt. to K. fourth
19. Kt. takes Kt.	Q. takes Q. (check)
20. R. takes Q.	P. takes Kt.
21. P. to Q. B. third	P. to K. R. third
22. B. to K. R. fourth	P. to Kt. fourth
23. B. to Kt. third	P. takes P.

24. R. to Q. B. square	R. to K. B. second
25. R. takes P. (check)	R. to B. second
26. R. to Q. R. third	P. to K. R. fourth
27. P. to K. B. third	P. to K. R. fifth
28. B. to B. second	P. to Q. Kt. third
29. B. to K. third	R. to K. Kt. square
30. R. to Q. R fourth	K. to Q. second
31. R. to K. Kt. fourth	K. to K. third
32. P. to Q. R. fourth	K. to B. fourth
33. P. to R. fifth	P. takes P.
34. R. to Q. R. fourth	

[Black has a disheartning battle to fight, but he conducts it bravely and skilfully to the end.)

34.	P. to K. Kt. fifth
35. P. to K. B. fourth	P. takes P.
36. R. takes P. (check)	K. to K. fourth
37. R. to Q. R. fourth	K. R. to Q. Kt. second
38. R. takes Q. R. P.	K. to K. fifth
39. B. takes Q. R. P.	K. R. to Q. second
40. R. to Q. R. square	Q. R. to Q. square
41. R. to K. square (check)	K. to B. fourth
42. P. to Kt. sixth	R. to Q. eighth
43. K. to B. square	R. takes R. (check)
44. K. takes R.	R. to Q. second
45. B. to Q. Kt. eighth	R. to K. second (check)
46. K. to B. second	R. to Q. second
47. B. to Q. B. seventh	R. to Q. seventh (check)
48. K. to B. square	R. to Q. Kt. seventh
49. B. to Q. eighth	P. to K. R. sixth
50. P. takes P.	P. takes P.
51. K. to Kt. square	K. to Kt. fifth
52. K. to R. square	P. to K. R. seventh
53. P. to Kt. seventh	K. to K. R. sixth

And Black abandoned the game.

Game LXXX.

Between "Delta" and "Presbyter."

(Ginoco Piano.)

White. Presbyter.	*Black.* Delta.
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. B. third	Kt. to K. B. third
5. P. to Q. fourth	P. takes P.

6. P. to K. fifth	P. to Q. fourth
7. B. to Q. Kt. fifth	Kt. to K. fifth
8. P. takes P.	B. to Q. Kt. third
9. Castles	Castles
10. Kt. to Q. B. third	P. to K. R. third
11. B. to K. third	B. to K. Kt. fifth
12. B. takes Kt.	P. takes B.
13. P. to K. R. third	B. to K. R. fourth
14. P. to K. Kt. fourth	B. to Kt. third
15. Q. Kt. to K. second	P. to K. B. fourth
16. P. takes P. in passing	Q. takes P.
17. Kt to K. R. second	

[By the incautious advance of his K. Kt. Pawn at the 14th move, Presbyter has allowed a terrible battery to be opened upon his King's quarters.]

17.	Q. to K. R. fifth

[This appears to be a mere *brutum fulmen*. Black had better have brought his Q.'s Rook into action.]

18. K. to Kt. second	Kt. to Q. third
19. P. to K. B. third	Q. to K. second
20. B. to K. B. second	Q. R. to K. square
21. Kt. to K. Kt. third	Kt. to Q. B. fifth
22. R. to K. square	Q. to K. Kt. fourth
23. Q. to Q. B. square	R. takes R.
24. Q. takes Q.	P. takes Q.
25. R. takes R.	Kt. takes Kt. P.
26. R. to K. fifth	Kt. to Q. sixth
27. R. takes K. Kt. P.	Kt. takes B.
28. R. takes B.	B. takes Q. P.
29. R. takes Q. B. P.	Kt. to Q. sixth
30. Kt. to K. B. fifth	Kt. to B. fifth (check)
31. K. to R. square	R. to Q. Kt. square
32. Kt. takes B.	R. to Kt. eighth (check)
33. Kt. to B. square	R. takes Kt. (check)
34. K. to R. second	R. to Q. eighth
35. Kt. to K. B. fifth	P. to K. Kt. third
36. Kt. to K. seventh (check)	K. to B. second
37. R. takes Q. B. P.	Kt. to K. third

[Black appears to have deliberately sacrificed the two flank Pawns to try and win with the Queen's Pawn.]

38. R. takes R. P.	P. to Q. fifth
39. Kt. to Q. B. sixth (dis. check)	K. to B. third
40. Kt. to Q. Kt. fourth	P. to Q. sixth
41. R. to Q. seventh	Kt. to K. B. fifth
42. P. to Q. R. fourth	P. to Kt. fourth
43 Kt. to Q. fifth (check)	K. to K. fourth

44. Kt. takes Kt.	K. takes Kt.
45. P. to Q. R. fifth	R. to Q. seventh (check)

White surrenders.

Game LXXXI.

Played between "Delta," and Dr. Fraser, of Edinburgh.

(*Giuoco Piano.*)

Black. (Delta.)	*White.* (Dr. Fraser.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. B. third	Kt. to K. B. third
5. P. to Q. fourth	P. takes P.
6. P. to K. fifth	P. to Q. fourth
7. B to Q. Kt. third	Kt. to K. fifth
8. P. takes P.	B. to Q. Kt. third
9. Castles	Castles
10. Kt. to Q. B. third	B. to K. third
11. B. to K. third	P. to K. B. fourth
12. Kt. takes Kt.	B. P. takes Kt.
13. Kt. to K. Kt. fifth	Q. to K. square
14. P. to K. B. fourth	P. to K. R. third
15. Kt. takes B.	Q. takes Kt.
16. P. to K. Kt. fourth	

[This, though apparently hazardous, is perhaps better than pushing forward the K. B.'s Pawn, which, however, is a very tempting move.]

16.	P. to K. Kt. third

[If Dr. Fraser had now taken the Q.'s Pawn with his Kt., the following is the probable continuation:—

16.	Kt. takes Q. P.
17. B. takes Kt.	B. takes B. (check)
18. Q. takes B.	Q. takes P. (check)
19. K. to R. square	R. takes B. P.
20. B. takes P. (check)	K. to R. second
21. P. to K. sixth	Q. R. to K. B. square
22. Q. to Q. B. fourth	P. to K. sixth
23. P. to K. seventh	

And Black should win.]

17. K. to R. square	Q. R. to Q. square
18. R. to Q. B. square	

[We take this to be lost time, and should at once have marched on with the K. B.'s Pawn. For suppose—

18. P. to B. fifth	P. takes P.
19. P. takes P.	

If White now take the B.'s Pawn with his Rook, Black wins the same by checking with his Queen at K. Kt. fourth. If he play his Queen away, then Black may take the K. R.'s Pawn, and he must win.]

18	K. to R. second
19. R. to Q. B. second	Kt. to Q. Kt. fifth

["Delta" thinks his opponent should have played the Kt. to Q. R. fourth.]

20. R. to K. Kt. second	Kt. to Q. sixth
21. Q. to Q. second	

[He might have played with advantage R. to K. Kt. third, leaving White to capture the Q. Kt. Pawn at his peril.]

21.	P. to Q. B. third
22. R. to K. Kt. third	R. to Q. second
23. Q. to K. Kt. second	Q. to K. Kt. square

[An extraordinary error for such a player to commit; but less vexatious than it might have been, since the game seems absolutely irretrievable.]

24. R. to K. R. third	R. to K. Kt. second

[Giving himself the *coup de grace* or "happy dispatch," and thus sparing his opponent further trouble.]

25. R. takes P. (check)

And mates next move.

Game LXXXII.

A brilliant skirmish between Messrs. Thorold and Fenton, in which the former gives the odds of his Queen's Rook, and the latter the odds of his King's Knight.

(Remove from the board White's Q.'s R. and Black's K.'s Kt.)

(Centre Gambit.)

White (Mr. Thorold).	*Black* (Mr. Fenton).
1. P. to K. fourth	P. to K. fourth
2. P. to Q. fourth	P. takes P.
3. B. to Q. B. fourth	B. to Kt. fifth (check)
4. P. to Q. B. third	P. takes P.
5. P. takes P.	B. to K. second
6. P. to K. B. fourth	P. to Q. third
7. Kt. to K. B. third	Castles
8. P. to K. B. fifth	Kt. to Q. B. third
9. B. to K. B. fourth	B. to K. B. third
10. P. to K. R. fourth	R. to K. square
11. K. to K. B. second	R. takes K. P.
12. B. takes B. P. (check)	

[The beginning of a very remarkable series of moves.]

12.	K. to B. square

[To take the Bishop would be manifestly unwise, on account of the menaced check of White's Queen at Q.'s fifth.]

13. Q. B. to K. Kt. fifth	Q. B. takes K. B. P.
14. K. B. to Q. fifth	R. to K. square

15. Q. Kt. to Q. second	P. to K. R. third
16. P. to K. Kt. fourth	

[This and the subsequent moves, on Mr. Thorold's part, are worthy of the player. We can hardly pay them a higher compliment.]

16.	B. takes K. Kt. P.
17. Q. Kt. to K. fourth	P. takes B.
18. P. takes P.	B. to K. fourth
19. Kt. to K. R. fourth	

[Finely played.]

19.	Kt. to K. second
20. Q. takes B.	Kt. takes B.
21. Q. to K. B. fifth (check)	Kt. to K. B. third

[He had no better resource. If he had played the Bishop to K. B.'s third, White would have taken the Kt. with Queen, promising mate next move. If he had moved his King to Kt.'s square, then, by playing his Kt. to K. Kt. sixth, White would have cut off all escape.]

22. P. takes Kt.	B. takes K. B. P.

And White now gave mate in three moves.

Game LXXXIII.

Played at the recent Chess Tourney in York, between the Rev. W. Wayte and Mr. Thorold.

(Petroff's Defence.)

White. (Mr. Wayte.)	*Black.* (Mr. Thorold.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to K. B. third
3. Kt. takes P.	P. to Q. third
4. Kt. to K. B. third	Kt. takes P.
5. P. to Q. fourth	P. to Q. fourth
6. B. to Q. third	B. to K. second
7. Castles	Kt. to Q. B. third
8. R. to K. square	P. to K. B. fourth
9. P. to Q. B. fourth	B. to K. third
10. Q. to Q. Kt. third	Castles
11. Q. takes P.	

[This Pawn was an enticing bait, but White did ill in yielding to the temptation of taking it.]

11.	Kt. to Q. Kt. fifth
12. B. takes Kt.	K. B. P. takes B.
13. Kt. to Q. R. third	P. takes Kt.
14. R. takes B.	Q. to Q. second
15. R. takes B.	Q. takes R.

[There may be some deterring reason for Mr. Thorold's not making the obvious move of Q. to K. Kt. fifth here, instead of tamely capturing the Bishop, but we do

not see it. To us the move in question seems irresistible, and to win the game by force. Suppose—

15.	Q. to K. Kt. fifth
16. K. takes P. (check)	

This looks to be the most feasible way of protracting the threatened mate. If he play—

16. K. to B. square, then	P. takes P. (check)
17. K. to Kt. square	Q. to Q. eighth (check)
18. K. takes P.	Q. to K. B. sixth (check)

And mates in two moves.

16.	Q. takes R.
17. K. to B. square	Q. R. to Q. Kt. square
18. Q. takes Q. R. P. (best)	Q. takes Kt. P. (check)
19. K. to K. square	K. R. to K. square (check)
20. K. to Q. second (best)	Q. takes P. (check)

And mates in two moves.

16. B. to Q. second	K. R. to Q. Kt. square
17. B. takes Kt.	Q. to K. Kt. fourth
18. Q. takes P. (check)	Q. takes Q.
19. P. takes Q.	R. takes B.
20. P. takes P.	R. takes Q. P.
21. R. to Q. B. square	R. takes Q. P.
22. R. takes P.	P. to Q. R. fourth
23. P. to Q. Kt third	Q. R. to K. B. square
24. R. to Q. B. third	Q. R. to K. B. third
25. R. to Q. B. eighth (check)	K. to B. second
26. R. to B. seventh (check)	K. to Kt. third
27. Kt. to Q. B. fourth	Q. R. takes P.
28. K. to Kt. second	Q. R. to K. B. fourth
29. R. to Q. R seventh	R. to Kt. fourth (check)
30. K. to B. third	P. to K. R. fourth
31. R. to Q. R. sixth (check)	K. to R. second
32. Kt. to K. third	R. to Q. seventh
33. P. to Q. R. fourth	R. to Q. sixth
34. R. to Q. Kt. sixth	R. to Q. B. fourth
35. P. to Q. Kt. fourth	P. takes P.
36. R. takes P.	R. to Q. R. fourth
37. P. to K. R. fourth	

[Mr. Wayte is entitled to high commendation for the gallantry with which he fought out this dispiriting end-game.]

37.	K. R. to Q. R. sixth
38. K. to Kt. third	K. R. takes P.
39. R. to Q. Kt. sixth	K. R. to Q. R. sixth
40. K. to Kt. second	Q. R. to Q. R. fifth
41. K. to Kt. third	R. to K. Kt. fifth (check)
42. K. to R. third	R. to K. B. fifth
43. K. to Kt. third	K. R. to Q. R. fifth

44. Kt. to K Kt. second	Q. R. to Kt. fifth (check)
45. K. to R. second	R. takes P. (check)
46. Kt. takes R.	R. takes Kt. check)
47. K. to Kt. third	R. to Kt. fifth (check)
48. K. to R. third	P. to K. Kt. third
49. R. to K. B. sixth	K. to R. third
50. R. to Q. R. sixth	R. to K. B. fifth
51. K. to Kt. third	R. to Kt. fifth (check)
52. K. to R. third	K. to Kt fourth
53. R. to R. fifth (check)	K. to B. fifth
54. R. to Q. R. third	P. to K. Kt. fourth
55. R. to Q. Kt. third	R. to K. Kt. eighth
56. K. to R. second	R. to K. eighth
57. K. to Kt. second	P. to R. fifth
58. R. to Q. R. third	P. to Kt. fifth
59. R. to R. fourth (check)	R. to K. fifth
60. R. to Q. R. eighth	P. to R. sixth (check)
61. K. to R. second	K. to B. sixth
62. R. to Q. R. second	R. to K. seventh
63. R. takes R.	K. takes R.
64. K. to Kt. third	K. to B. eighth
65. P. to K. B. third	P. to K. R. seventh
66. K. takes R. P.	P. takes P.

And White resigns.

Game LXXXIV.

Played by correspondence, between Mr. T. Long, of Dublin, and Mr. W. S. Pavitt.

(Irregular Opening.)

White. (Mr. Long.)	*Black.* (Mr. Pavitt.)
1. Kt. to K. B. third	P. to Q. fourth
2. P. to Q. fourth	Kt. to K. B. third
3. Kt. to Q. B. third	B. to K. Kt. fifth
4. P. to K. third	P. to K. third
5. P. to Q. R. third	P. to Q. R. third

[He should rather have brought out a Piece. The move in the text loses precious time.]

6. B. to K. second	P. to Q. B. fourth
7. P. takes P.	K. B. takes B.

[We doubt the wisdom of enabling the opponent to bring his K.'s Bishop into play thus.]

8. P. to Q. Kt. fourth	B. to Q. third
9. Kt. to Q. fourth	Q. to Q. B. second

[We should have preferred taking off the Bishop before playing the Queen.]

10. Q. Kt. to Q. Kt. fifth

[This is an ingenious conception, and deservedly gives White the advantage of position.]

10.	P. takes Kt.
11. Kt. takes Kt. P.	Q. to Q. B. third
12. Kt. takes B. (check)	Q. takes Kt.
13. B. takes B.	Q. to K. fourth

[Kt. to Q. B. third, threatening to take the Q. Kt. Pawn, or to go to K. fourth, would have been more serviceable.]

14. R. to Q. Kt. square	Q. to Q. B. sixth (check)
15. B. to Q. second	Q. takes Q. R. P.
16. Castles	Kt. takes B.

[This was playing the adversary's game. He could hardly hope for anything more conducive to his interests than getting his Queen into so fine a position as she will now take up.]

17. Q. takes Kt.	Castles
18. B. to Q. B. square	P. to K. B. fourth
19. Q. to Kt. fifth	Q. to Q. R. fifth
20. P. to Kt. fifth	Q. to Q. B. fifth
21. Q. to K. seventh	

[From this point, Mr. Long maintains his hold with singular tenacity.]

21.	Q. to Q. B. square
22. B. to Q. Kt. second	R. to K. B. second
23. Q. to Q. sixth	

[Well played. Black's Q.'s Rook and Kt. are now almost practically useless.]

23.	Q. to Q. second
24. Q. to Q. Kt. sixth	R. to K. B. square
25. R. to Q. R. square	Kt. to B. third

[This seems an act of desperation, and perhaps was so, yet the only alternative left—exchanging rooks, would have subjected him to a death by inchmeal.

26. P. takes Kt.	P. takes P.
27. Q. to Q. fourth	Q. R. to Kt. square
28. R. to Q. R. seventh	R. to Q. Kt. second
29. K. R. to Q. R. square	P. to K. fourth
30. R takes R.	Q. takes R.
31. Q. takes K. P.	R. to Kt. square
32. Q. to K. sixth (check)	K. to R. square
33. R. to Kt. square	R. to R. square
34. Q. to K. fifth	P. to R. third
35. P. to K. B. fourth	Q. to K. B. second
36. Q. to Q. sixth	

[Secure of gaining the K. R.'s Pawn, or the Q. B.'s Pawn.]

36.	K. to R. second
37. Q. takes B. P.	R. to Q. Kt. square
38. Q. to Q. B. third	Q. to Q. Kt. second
39. Q. to K. fifth	

And after this move, Black found resistance useless, and abandoned the game.

BRITISH CHESS ASSOCIATION.

The general meeting of this Association commenced its proceedings on Tuesday the 24th inst., at the rooms of the St. George's Chess Club, 20, King Street, St. James's.

Lord Lyttelton presided, and in opening the meeting, took the opportunity of congratulating the members upon the success which has followed the efforts of the committee in making the arrangements for the various contests. He read a letter from Lord Dartrey, expressing that nobleman's regret at being unable to take part in the present proceedings on account of his engagements in Ireland.

His lordship concluded by calling upon the Hon. Secretary, Mr. Medley, to explain to the meeting the details of the arrangements determined upon. Mr. Medley had great pleasure in announcing that for the Challenge Cup, 11 players had entered; 19 for the Mongredien Prize of 20 guineas; 20 for the *Glowworm* Prize of £25; 24 for the Handicap Tournay—four prizes amounting to more than £40; and several for the blindfold matches. He stated that it has been determined that for the Handicap Tournament and *Glowworm* prizes only one game should be played by each competitor. For the Challenge Cup, the same arrangements will be continued as those under which Mr. De Vere won what may be considered a half-right to the Cup. A sub-committee was then appointed for the purpose of handicapping the competitors in the Tournay. In this handicap the winners in the first round have to play for the first and second prizes, and the losers to contend for the third and fourth. Each pair will play one game only, exclusive of draws, and the average time allowed over each move will be four minutes. The entries were: Messrs. Green, Mongredien, Baxter, De Vere, Steinitz, Wisker, Selfe, Bayliss, MacDonnell, Newham, Chinnery, Gossip, Lord, Lowe, Franklin, Harper, Murphy, McComas, and Blackburne. The following is the handicap. First class—First division: Rev. G. A. Mac Donnell, Steinitz, Blackburne, De Vere. Second division: Lowe, Wisker, Lord, Newham, and Gossip. The first division to give move to the second division, and the whole class to give a pawn and move to second class, a pawn and two moves to third class, and a knight to fourth class. Second class: S. Franklin V. Green, T. Harper, Dr. Murphy, W. M. Chinnery—to give pawn and move to third class, and pawn and two moves to fourth class. Third class: S. J. Green, H. S. Selfe, W. Bayliss, McComas, W. Franklin, and Baxter—to give pawn and move to fourth class. Fourth class: A. McDonnell, Haggard, Ida, Mongredien, jun.

The pairing for the GLOWWORM prize then took place as follows, the terms being that the losers in the first round should go out, and the winners to play on until two remains, who will contend for the first and second

prizes. One game to be played between each pair. Average time allowed over each move, four minutes:—

Haggard *v.* W. Hampton	J. Wisker *v.* Dr. Murphy
G. Gossip *v.* Ide	J. Blackburne *v.* T. Smith
A. Baxter *v.* E. Janson	J. Lord *v.* Rev. W. Newham
De Vere *v.* R. Wormald	Rev. A. Skipworth *v.* V. Green
A. Mongredien, jun., *v.* S. Green.	S. Franklin *v.* Rev. G. MacDonnell.

In regard to the Mongredien prize, it was arranged that the mode of displacing the pieces should be announced at the various Clubs. The terms were—

1. Both Knights on the King's side, and both Bishops on the Queen's side. 2. King and King's Rook to change places, as also Queen and Queen's Rook. 3. King and King's Bishop to change places, as also Queen and Queen's Bishop.

The following is the pairing of the combatants for the first round in the Mongredien prize:—

A. Baxter *v.* J. Lord	G. D. Gossip *v.* J. Blackburne
Rev. W. Newham *v.* Rev. G. MacDonnell	J. Wisker *v.* E. Janson
H. C. Stewart *v.* W. Hampton	V. Green *v.* A. Mongredien, jun.
S. Green *v.* Rev. A. Skipworth	J. Franklin *v.* C. De Vere
Rev. J. Owen *v.* W. Gover	Dr. Murphy.

RESOLVED—That five minutes be allowed for the consideration of each move to each player; but that in the consultation games there shall be no limitation of time.

It was also resolved that the exhibition of blindfold play should take place at St. James's Hall this week, on Monday, Tuesday, Thursday, and Friday, on which days the consultation games will also be played.

Rules and Regulations to be observed by Players in the Tournaments.

1. In the contest for the Grand Challenge Cup, the maximum time to be allowed each player for making his moves shall be two hours for twenty moves; and in the other contests, two hours for thirty moves, antagonists being at liberty to restrict the time still further, should they agree to do so.

2. The time occupied over the moves shall be measured by sand-glasses, one for each player. When it is a player's turn to move, his sand-glass shall be set running, and shall continue so until he shall have completed his move, when it shall be stopped, and his opponent's glass set running in the same manner; and so on to the end of the game.

3. The game shall be divided into periods of twenty moves, or of thirty moves, according to the term of the contest, commencing with the first move on each side. Should a player not have made twenty moves, or,

as the case may be, thirty moves, within two hours, or the corresponding number of moves within four hours, and so on, he shall forfeit the game.

4. The games shall be played out at a sitting; no adjournment shall take place, and no player shall leave the room without the consent of his opponent, except for a reasonable time for refreshment. Any player analyzing an interrupted game by moving the pieces, either by himself or with others, shall forfeit the game.

5. Combatants paired off shall agree upon the hour at which their next game shall commence, such agreement to be entered in a book to be kept for that purpose. Should a player not appear within one hour of the appointed time, he shall forfeit the sum of five shillings. At the expiration of the hour his sand-glass shall be set running, and the time thus lost shall be considered as wasted by him. Should he have only thirty minutes or less time left, in which to make his first twenty moves, or thirty moves, according to the case, he shall then be allowed to make his first forty moves, or sixty moves, in two hours, plus this remaining time. In any case he must complete forty moves, or sixty moves, within four hours of his glass being set running. Should he not make his appearance within five hours of the appointed time, he shall forfeit the game. Should neither player appear within five hours of the appointed time, each shall forfeit the sum of one pound.

6. In the contest for the Challenge Cup, the privilege of moving first shall be so arranged that each player shall exercise it against one-half of his antagonists.

7. Each player shall be bound to play five games per week, failing which, the committee will decide what penalty shall be inflicted.

8. The second player in each game shall furnish to the secretary or manager a copy of the same within a reasonable time after its termination, under a penalty of ten shillings.

9. The games being the property of the association, none shall be published or given for publication, without the consent of the managing committee.

10. All fines shall be paid to the funds of the association.

11. All disputes shall be referred to the managing committee, whose decision shall be final. The committee reserve to themselves the power to modify any of the foregoing regulations.

ERRATUM.—The friendly correspondent who did us the favor to send the chief games played at the Rhenish Chess Meeting, made the mistake of transposing the names of the players in Game No. LVI, p. 219. From the Berlin *Schachzeitung*, we have just learned that the first player in that game was Mr. W. Paulsen, and that it was his opponent, Mr. Zukertort, who won, and not Mr. W. P.

THE CITY AND COUNTY OF DUBLIN CHESS CLUB,

11, SUFFOLK STREET, DUBLIN.

The following is the result of the play in the *Second* Round, almost completed, for the Silver Challenge Cup, value £25.

The details of the First Round were given at page 143 of the July, 1868, number of this Magazine. (18 entries originally.)

The first five games scored, constituted the victory in each match. Time limit, twelve moves per hour.

Names of Players.	Number of Games won by Play.	Number of Games won by Forfeit.	Total number of Games won.	Number of Games drawn.
Mr. G. F. BARRY .	—	5	5	—
v.				
Mr. S. BARRY . .	—	Resigned	—	—
Mr. PIM	5	—	5	—
v.				
Mr. CRANWELL .	1	—	1	—
Mr. LONG . . .	5	—	5	1
v.				
Mr. CARROLL . .	—	—	—	
Mr. JONES . . .	This Match not finished.	—	—	—
v.				
Mr. MILLS . . .		—	—	—
Mr. WHITE . . .	—	There being an odd number of players in this round, Mr. White had no antagonist.	5	—
v.				
———	—		—	—

The Victors in the above have been drawn as follows, for Round Three, viz.—

Mr. PIM	against	Mr. WHITE
Mr. BARRY, G. F.	,,	Mr. LONG
Mr. JONES, or Mr. MILLS	,,	Mr. ———

POLITICAL CHECKMATE.—It is said that Mr. Disraeli has discovered a remarkable move in Chess, a move which will doubtless receive the name of its great inventor. It enables any young beginner to disconcert and vanquish the most skilful and accomplished player. It may be freely described as follows:—If you find yourself hopelessly beaten, look your adversary coolly in the face, turn the board round as unobservedly as you can, so that his pieces appear to become yours, and say "Mate!" before he can protest.

THE CITY AND COUNTY OF DUBLIN CHESS CLUB.—This Club held its annual meeting a few evenings ago in its club-room, at No. 11, Suffolk Street. The Hon. Secretary read the annual report and statement of accounts, and the committee of management and officers for the ensuing year were elected. The club has successfully passed through the first year of its existence, has been favourably noticed by the leading Chess organs, and embraces on its list of members most of the strong players of Dublin, and many from the provinces. Several new members were admitted into the club during the year. The competition for the Silver Challenge Cup, value £25, presented by the chairman, creates much interest, and promotes regular play; and the average Chess strength of the members has been considerably raised since the formation of the club, owing to so many Chess players having been brought together into one body, and from the practice in the game being consequently more continuous, and the variety of the play met so great.

AN ENIGMA, *POUR RIRE.*

This amusing trifle we owe to the well-known Problematist, Mr. Campbell:—

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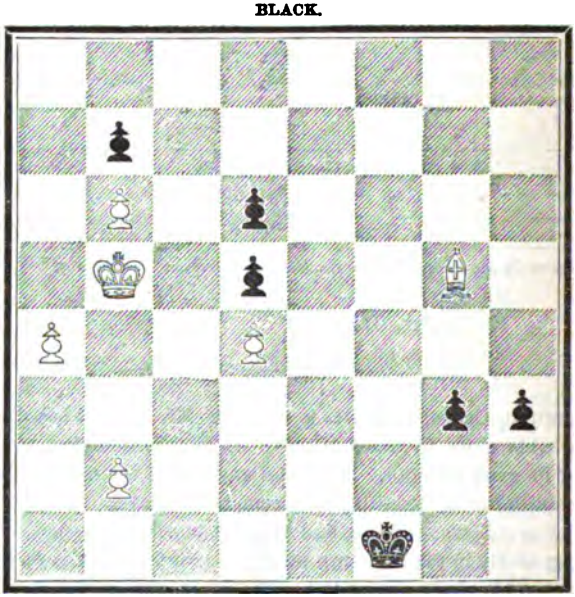

WHITE.

White having to play, engages to draw the game.

Solutions of Problems

IN THE OCTOBER NUMBER.

No. XXXIX.

1. R. to Q. Kt. sixth — P. takes R., or B. to Q. R. fourth

[If 1. B. to K. B. fourth
2. B. takes K. P. Any move
3. B. mates.]

2. Kt. to Q. square — Any move
3. Kt. mates.

[*** The Pawn at Black's K. Kt. fifth, in this Diagram, should have been a Black Bishop.]

No. XL.

1. B. to K. fifth — R. takes Kt.

[White's course against any other defence is so palpable that it need not be touched upon.]

2. Q. to K. B. fifth — R. takes Q., or any move
3. P. or Q. mates

No. XLI.

1. Q. to Q. eighth (check) — K. to K. third (best)
2. R. takes R. (check) — K. to K. B. fourth

[If 2. Kt. interposes, then 3. R. takes Kt. (check), and 4. Q. to K. seventh, mate.]

3. Q. to K. Kt. fourth (check) — K. takes R.
4. B. to K. Kt. second, mate.

No. XLII.

1. R. to K. third — K. takes R.

[If 1. R. to K. Kt. second, then 2. Kt. takes R., and mate follows in two more.]

2. Kt. to Q. third (dis. check) — K. to Q. third

[If 2. K. elsewhere, then R. checks at K. B. third, and Q. mates.]

3. R. to K. sixth (check) — K. takes R., or moves
4. Q. mates.

No. XLIII.

1. B. to K. B. fourth — K. to Q. fourth (A)
2. R. to K. seventh — B. takes R.

[If Black play 2. K. to Q. B. third, the answer is 3. Q. to K. fourth (check), and mate next move. If he play 2. Kt. to Q. third, then White responds with 3. B. to Q. Kt. seventh (check), and mates with Queen next move.]

3. Q. to K. sixth (check) — K. or B. takes Q.
4. B. to B. fourth or Kt. seventh, mate.

(A)

1. — K. to Q. B. third
2. R. to K. sixth (check) — B. takes R.

[If Kt. to Q. third, then follow 3. R. takes Kt. (check), and 4. R. mates.]

3. Q. takes B. (check) — Kt. to Q. third
4. Q. takes Kt., mate.

No. XLIV.

1. K. to K. second — P. moves
2. B. to Q. R. fifth — P. moves
3. Kt. to K. R. eighth — K. moves
4. B. to Q. eighth — Anywhere
5. B. or Kt. mates.

Problem LI.—By Mr. A. Demasure.

(La Stratégie.)

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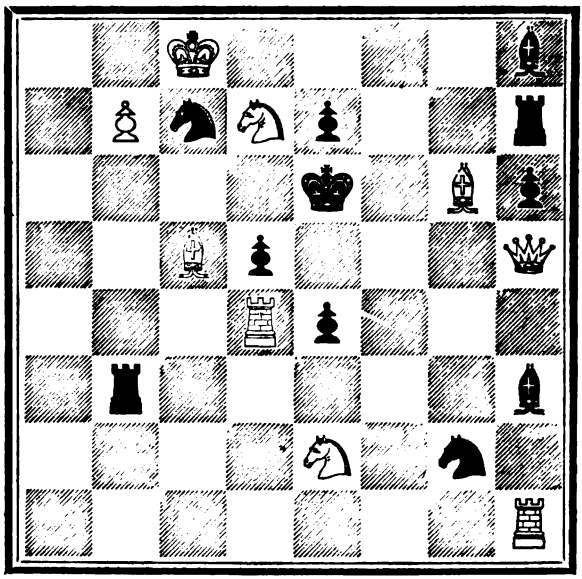

WHITE.

White to play and mate in two moves.

Problem LII.—By Mr. S. Loyd.

(Prize Problem of the Paris Congress.)

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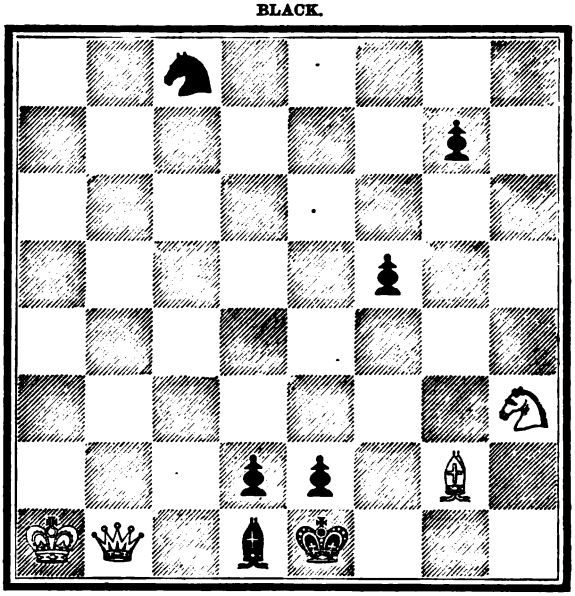

WHITE.

White to play and mate in three moves.

Problem LIII.—By Mr. S. Loyd.

(A Prize Problem in the Paris Congress.)

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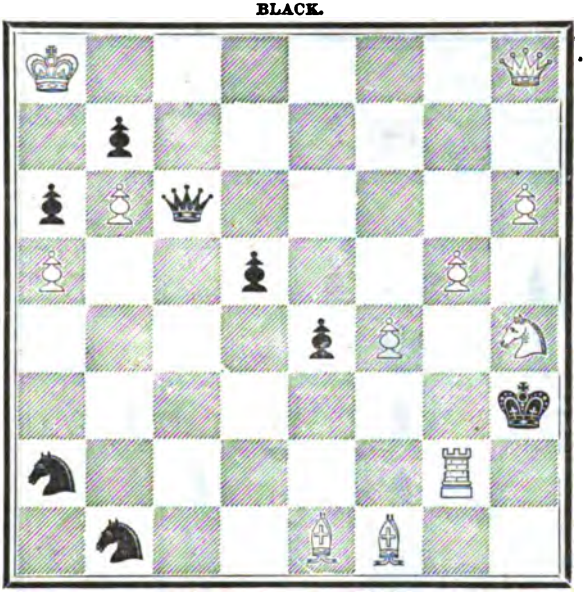

WHITE.

White to play and mate in four moves.

Problem LIV.—By Mr. Conrad Bayer.

(Prize Problem of the Paris Congress.)

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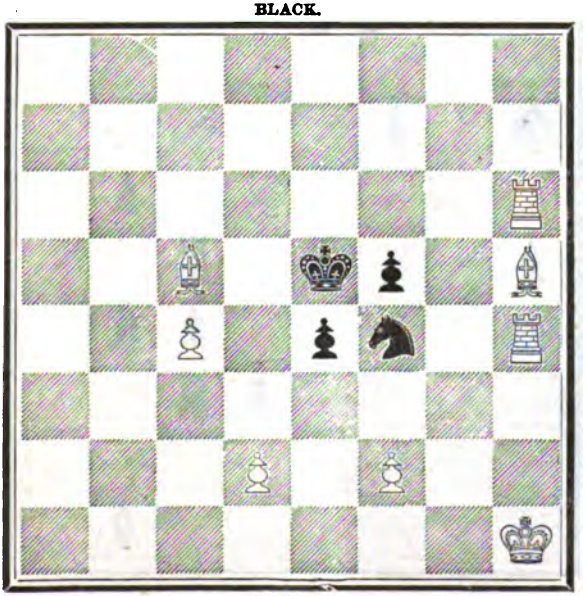

WHITE.

White to play and mate in four moves.

Problem LV.—By Dr. Mateo de Zamora.

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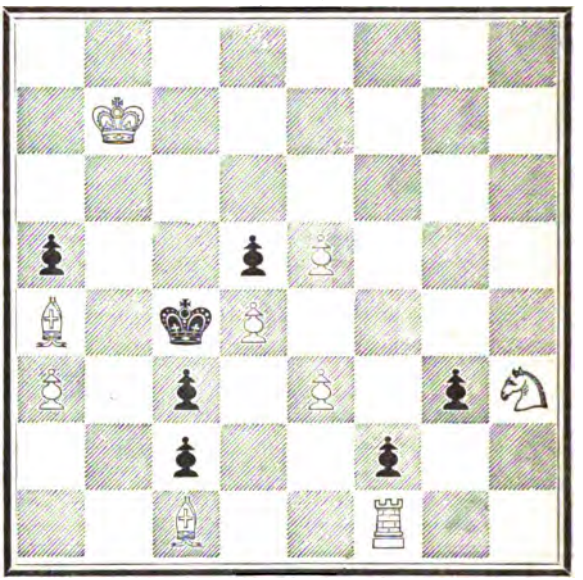

WHITE.

White to play and mate in four moves.

Problem LVI.—By Mr. W. S. Pavitt.

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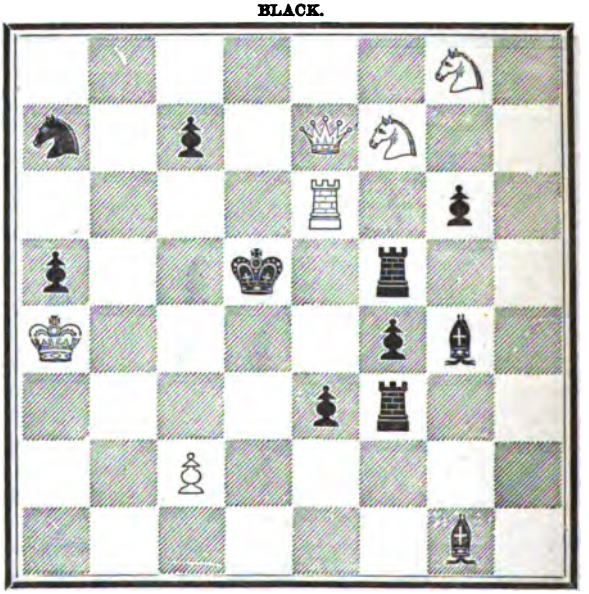

WHITE.

White to play and mate in four moves.

The Chess World.

CHESS ON THE MISSISSIPI.

A Sketch.

In the year 1844, I found myself on board the good steamer "Mound City," bound for that great western metropolis. Our boat was named from St. Louis. The captain was an ardent Chess-player, and, having so strong a bond in common, we soon became intimate. Yet the gallant skipper made but a poor score, for he was too good an officer to tender to Caissa that exclusive worship the coy nymph requires from those who seek her favors. If a floating log struck the boat; if some dispute, likely to end in a quarrel, was heard in that Pandemonium, the lower deck; or the pilot's voice rung aloft, answered by "4 feet 6" from the bows, the skipper was on the hurricane deck in twenty seconds, and poor Caissa forgotten for the time. Little disturbed the monotony of that most monotonous of rivers, or the careless, easy life on a western steamboat, until at Memphis we took on board a young gentleman, who seemed to have just stepped out of Broadway, sent, I suppose, by some New York house to accomplish the easy task of getting new orders, and the somewhat more difficult duty of obtaining returns for old ones. Among a certain class of New Yorkers (as one of the Manhattanese, I may say it), there is an intolerable assumption of superiority, a vulgar pretension that I have never seen equalled except by that quintessence of snobbishness, the London Cockney. This one was a rare specimen. His elaborate toilet (he seemed to have just left Christodoro's) contrasted with the careless apparel of the gentlemen on board as much as his supercilious air differed from that of the quiet, gentlemanly planter, or the frank, manly homeliness of the western farmer. Seeing me engaged in play, he stepped up to the table, and began to make his comments in a tone of great self-confidence. He soon informed us that he belonged to the New York Chess Club, had played with Mead and Thompson, and that Stanley was not able to give him much odds.* But what the odds were he did not volunteer to tell us. Stanley was then in his prime, and the acknowledged champion (about this time he conquered Rousseau). I then recognized the gentleman as one of the *habitues* of the Carlton, where my uncle used to give him a Piece, and then make him feel the weight of that terrible *Evans* attack, which no one forgets who has ever played the defence against it.

* At the time this anecdote was written for the *American Chess Monthly*, these players were well known frequenters of the New York Chess circles.

I invited him to take my seat, and as the Captain unwarily accepted the gambit, he was check-mated in a dozen moves. Several other gentlemen encountered him during the next two days, but with very little success, for I soon saw he had Walker's Treatise (the Handbook was not then published) at his finger's end, and no one on board but he and I had ever looked into a Chess book, or seen any real Chess-play. I declined playing, under pretence of headache, until I had studied the gentleman's play. I saw he was a Chess *parrot*, for if he did not obtain an easy winning position in the opening, or else get a Pawn ending, to play mechanically, he usually lost the game. But it was seldom that the game was not decided in the opening. Like Mercutio, his adversary was killed "by the book of arithmetic." Then he began to give odds; but that made little difference, for he generally won before his opponents could use their superior force. It was raw militia against regular drilled troops; and Walker's tactics were as good as Scott's.

Feeling sure of my man, I approached him as he sat, solitary and alone, at the Chess table, with his arms over the back of the chair, smoking his regalia, and no doubt thinking himself a second Philidor. No one seemed inclined to encounter him, and he had the field to himself. The truth was, that though they were surprised at his apparent skill, and most of them anxious to learn from him, his intolerable, patronizing manner, and ill-concealed contempt for their play, had driven every one from the table.

Determined to take advantage of my boyish appearance, and putting an extra dash of hesitation into my address, I hurriedly stated that I should like to try a game, as I was anxious to play with a scientific player who understood book play.

"Very well," said he, "sit down, and I will give you a Rook."

"Nay, sir, if you will play me one game, only one, even, I shall be much obliged; after you beat me I will take odds: games at odds are so irregular that I cannot learn the opening from them. Will you be kind enough to oblige me?"

"Oh, certainly," said he, with an air that I vowed I would pay him for before I was done with him.

We set up the men, and he looked round at the company gathered at the table, with a smile that said plainly: "Come, gentlemen, and see me demolish this greenhorn."

We drew for the move; it fell to me. He seemed disappointed, but brightened up when I (having the White men) played:—

(White.)	*(Black.)*
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. Kt. to K. B. third	P. to K. Kt. fourth
4. P. to K. R. fourth	P. to K. Kt. fifth

forming the *Allgaier Gambit*, an opening he plumed himself on playing. Yet he soon looked anxious when he found my next moves were according to book.

5. Kt. to K. fifth	P. to K. R. fourth
6. B. to Q. B. fourth	Kt. to K. R. third
P. to Q. fourth	P. to Q. third
8. Q. B. takes P.	

"Wrong," said he, "I thought you knew the opening. You should have retreated the Knight."

I knew that as well as he did, but was determined to get him where Walker's Treatise would not help him. "I take the Knight of course."

8.	P. takes Kt.
9. B. takes K. P.	

This was played with the idea that he would adhere to the general rule laid down by Walker, of not playing the K. B. P. one square. I was not deceived.

9.	R. to K. Kt. square
10. Castles	

"What, give up your best Pawn for nothing? I'll take it without fail;" and he played—

10.	Q. takes K. R. P.
11. B. to K. B. sixth	

"So, you are after the Queen, are you?" said my adversary, "but you won't get her, and you had better not drive her into your game."

11.	Q. to K. Kt. sixth
12. Kt. to Q. B. third	

Now, thought I, if he checks with his Queen, and then advances the Pawn, as I presume he will, as he has won so many games lately, by an advanced Pawn which his opponents did not know how to stop, he is beaten. Sure enough he played—

12.	Q. to K. sixth (check)
13. K. to R. square	P. to K. Kt. sixth
14. Kt. to Q. fifth	

"How unfortunate! What a confounded oversight! There is luck in Chess, after all. I had a dead won game; now I must get the most I can for the Queen, and make a draw." And he played—

14.	Kt. to Kt. fifth

"Suppose I did not take your Queen, could you win the game?"

"How silly," said he, "don't you see my Queen. Knight and Pawn must win against everything?"

"If I pass your Queen the next two moves, and you are beaten after that, will you pay forfeit, Western fashion?"

"Oh," said he, "if I lose I'll treat the crowd with all my heart. If my

Queen were out of the reach of your Knight, I could beat Stanley with my game."

"Very well," I answered.

15. Kt. takes Q. B. P. (check) K. to Q. second

16. Kt. to Q. fifth

"Now," said he with a smile, "I've got you," and played

16. Kt. to B. seventh (check)

17 R. takes Kt, Q. takes R.

"What will you do now?" added he, tapping the table triumphantly.

18. Q. takes R. P.

"That don't amount to much." But he looked a little uneasy, and after some hesitation, played

18 R. to Kt. third

When, amidst a perfect storm of applause, I announced mate in five moves, and proved it.* To do him justice, he owned his defeat, and shook me heartily by the hand, saying, "Why your play puts me in mind of Thompson."

"He taught me," was the larconic answer, as in the South-Western fashion we all adjourned to the bar, and *smiled* at the young gentleman's, expense in more senses than one.

* The following was the situation of affairs, when mate in five moves was announced.

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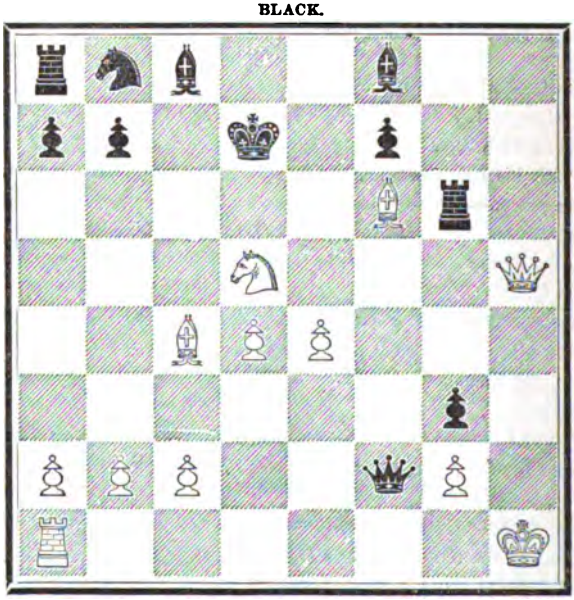

WHITE.

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING,

By M. C. F. de JAENISCH.

(Continued from page 325.)

II.

To save the reader the trouble of referring to a previous number, we give the position of the men at this point :—

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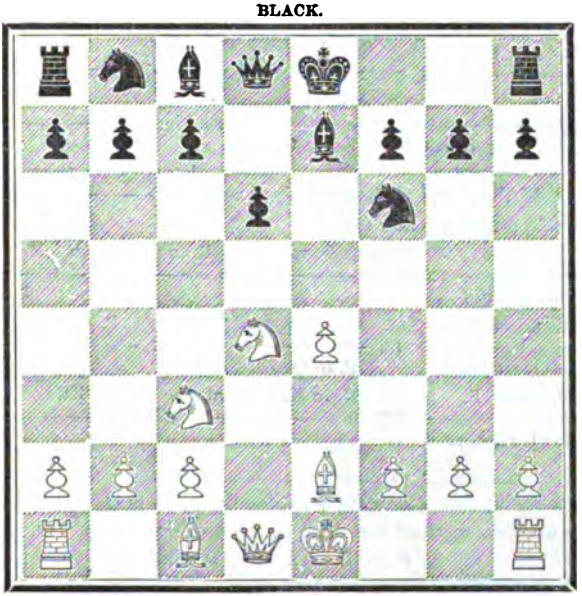


WHITE.

6. Castles (correct move)

7. Castles

If 7. P. to K. B. fourth the variation *c.*, p. 339, is reproduced; and 7. B. to K. third would be followed by 7. Kt. to K. B. third 8. P. to Q. B. fifth Kt. to Q. B. third 9. Castles If White now play 10. Q. to Q. second or Kt. to K. Kt. fifth B. to K. third.

Black could, without any danger, open their confined game by 10 P. to Q. fourth.

Indeed, 10. Q. to Q. second 11. P. takes P. (if 11. P to K. fifth P. to Q. fourth (correct move),

11. Kt. to K. fifth 12. Kt. takes Kt. / P. takes Kt. costs White a Pawn), 11. Kt. takes P. leads to 12. Kt. to K. fourth / Kt. takes B. 13. Q. takes Kt. / Q. to Kt. third or 12. Q. R. to Q. square / Kt. takes B. 13. Q. takes Kt. / Q. to Q. R. fourth at once equalizes the combat.

7. B. to K. third is, moreover, faulty, because Black would threaten, by playing 7. P. to Q. fourth 8. P. to K. fifth / Kt. to K. square to win a Piece by 9. P. to Q. B. fourth. White would then have no better reply than 9. Kt. to Q. Kt. third and these moves would probably follow :—

9. B. to Q. Kt. fifth 10. B. to Q. fourth (If 10. B. to Q. B. fifth 10. B. takes B. 11. P. to Q. Kt. third / Kt. takes B.) 10. P. to Q. Kt. third 11. B. takes Kt. (check) 12. B. to Q. Kt. second / B. takes B. 13. B. to K. B. third (If 13. Kt. to Q. fourth 13. Q. to K. Kt. fifth) 13. P. to Q. B. fourth 14. Kt. to Q. B. second / Q. to Q. second so that Black would have regained the move by this diversion on your left. We may add that, in replying to 7. P. to Q. fourth / B. to K. third by 8. Kt. takes P. / P. takes P. 9. Q. takes Kt. / Kt. takes Kt. you would re-enter by 10. Q. to K. fourth / B. to K. B. third or by 10. P. to Q. B. third / Castles one of the Variations already given (I.), which renders the game equal.

7. P. to Q. fourth

This move is quite as safe as playing 7. P. to Q. B. fourth 8. Kt. to Q. B. third / Kt. to K. B. third adopted by Mr. Morphy (Black), in a game with Mr. Lowenthal (White). The latter having in reply, played 9. B. to K. B. fourth Mr. Morphy managed to open his game by 9. B. to K. third 10. P. to Q. fourth / Q. to Q. second and to equalize

the battle by 11. P. takes P. / Kt. takes P. 12. Q. R. to Q. square / Kt. takes B. 13. Q. takes Kt. / Q. to Q. R. fourth 14. B. to Q. third / Q. R. to Q. square.

Mr. Max Lange justly observes on this subject (in his book *Paul Morphy*, of 1859, vol. I. p. 165), that White might have prevented 10. P. to Q. fourth and the consequent freedom of Black's forces, if he had played 9. B. to K. Kt. fifth instead of 9. B. to K. B. fourth. But neither he nor the authors who have subsequently repeated his criticism, have taken the pains to analyse the ulterior consequences of this rectification; so that the question whether Black can or cannot defend himself conveniently by 7. P. to Q. B. fourth 8. Kt. to K. B. third / Kt. to Q. B. third in case of the attack 9. B. to K. Kt. fifth / B. to K. third 10. Q. to Q. second remains undecided.

For our part, we answer unhesitatingly, *yes, he can*, and append as a proof the continuation; 10. Q. to Kt. third *(coup juste)* 11. Kt. to Q. fifth / B. takes Kt. 12. P. takes B. the most advantageous possible for White, who thereby prevents the usual reply of 12. Kt. to Q. Kt. fifth. In fact this would now entail 13. B. takes K. Kt. / B. takes B. 14. P. to Q. R. third / Kt. to R. third 15. Q. R. to Q. Kt. square followed by 16. P. to Q. Kt. fourth an attack which would reduce (by the exchange of Pawns) the Black Queen's Pawn to a state of isolation. Besides, Black's Kt. when attacked by the Pawn at Q. fifth, could neither be played advantageous to Q. Kt. fifth, Q. fifth, K. fourth, or Q. square. It is true he could retreat to his own square, and that move permits Black to equalize the positions by 12. Kt. to Kt. square 13. B. takes K. Kt. (to prevent 13. Kt. to K. fifth) 13. B. takes B. 14. P. to Q. B. fourth / Kt. to Q. second or by 12. Kt. to Kt. square 13. B. to Q. third / P. to K. R. third 14. B. takes Kt. / B. takes B. 15. P. to Q. B. fourth / Kt. to Q. second.

It is important to add here, that White for his 11th move had no better

alternative than $\frac{\text{Kt. to Q. fifth}}{\text{———}}$ as given above. We may convince ourselves of this by considering the variations which follow :— 11. $\frac{\text{B. takes Kt.}}{\text{B. takes B.}}$ 12. $\frac{\text{Kt. to Q. fifth}}{\text{———}}$ (If 12. $\frac{\text{Q. takes P.}}{\text{———}}$ 12. $\frac{\text{———}}{\text{Q. R. to Q. square}}$ 13. $\frac{\text{Q. to K. B. fourth}}{\text{Q. takes Q. Kt. P.}}$) 12. $\frac{\text{———}}{\text{B. takes Kt.}}$ 13. $\frac{\text{P. takes B.}}{\text{Kt. to Q. fifth}}$ and 11. $\frac{\text{Q. R. to Kt. square}}{\text{Q. R. to Q. square}}$ 12. $\frac{\text{B. takes Kt.}}{\text{———}}$ (12. $\frac{\text{Kt. to Q. fifth}}{\text{Kt. takes K. P.}}$ would cost White a Pawn) 12. $\frac{\text{———}}{\text{B. takes B.}}$ 13. $\frac{\text{Kt. to Q. fifth}}{\text{B. takes Kt.}}$ 14. $\frac{\text{P. takes B.}}{\text{Kt. to Q. fifth}}$ which affords to Black a very satisfactory development.

8. P. to K. fifth

8. $\frac{\text{P. takes Q. P.}}{\text{Kt. takes P.}}$ 9. $\frac{\text{Kt. takes Kt.}}{\text{Q. takes Kt.}}$ would avail you nothing (see I.)

8. Kt. to K. fifth

He has the resource of playing 8. $\frac{\text{———}}{\text{Kt. to K. square}}$ a move which would reproduce by 9. $\frac{\text{P. to K. B. fourth}}{\text{———}}$ or by 9. $\frac{\text{Kt. to Q. Kt. third}}{\text{B. to K. third}}$ 10. $\frac{\text{P. to K. B. fourth}}{\text{———}}$ the combinations of an attack already signalized (c. I.) as indecisive.

9. Kt. takes Kt. P. takes Kt.

10. B. to K. third B. to Q. B. fourth

11. Kt. to Q. Kt. fifth

White has other lines of attack more easy to parry, and reducible to those found in I.; such, for example, as 11. $\frac{\text{B. to Q. B. fourth}}{\text{B. takes Kt.}}$ 12. $\frac{\text{B. takes B.}}{\text{B. to K. B. fourth}}$ 13. $\frac{\text{B. to Q. B. fifth}}{\text{Q. takes Q.}}$ 14. $\frac{\text{Q. R. takes Q.}}{\text{K. R to K. square}}$ or 11. $\frac{\text{P. to Q. B. third}}{\text{B. takes Kt.}}$ 12. $\frac{\text{P. takes B.}}{\text{B. to K. third}}$ 13. $\frac{\text{Q. to Q. B. second}}{\text{B. to Q. fourth}}$ &c. The best defence against 11. $\frac{\text{P. to K. sixth}}{\text{———}}$ is, here, 11. $\frac{\text{———}}{\text{B. takes Kt.}}$ 12. $\frac{\text{P. takes P. (check)}}{\text{R. takes P.}}$

13. Q. takes B. (If 13. B. to Q. B. fourth 13. Kt. to Q. B. third)

13. Q. takes Q. 14. B. takes Q. B. to K. third 15. P. to K. B. third Kt. to Q. B. third 16. B. to Q. B. fifth P. takes P.

17. K. B. takes P. Q. R. to Q. square 18. B. takes Kt. (18. Q. R. to Q. square K. R. to Q. second 19. R. takes R. 20. B. takes Kt. returning to the same.) 18. R. takes R. (check)

19. R. takes R. P. takes B.

We reach thus an end game, in its nature drawn, considering the opposite color of the Bishops, and in which, moreover, White cannot play 20. B. takes R.P. without exposing himself to 20. R. to Q. seventh 21. R. to Q. B. square B. to K. B. fourth

22. R. to K. B. square B. to K. fifth, &c.

11. Q. takes Q.

Playing 11. Q. to K. second is much less favorable to Black, for then follows, 12. Q. to Q. fifth B. takes B. 13. P. takes B. Kt. to Q. B. third 14. Q. takes K. P. Kt. takes P.

15. Q. R. to Q. square, and Black's game on the Queen's side continues restricted. On the other hand, if, at the 13. move, instead of bringing out his Kt., Black had advanced the Q. B. P. one step, he would have lost a Pawn, on account of

13. P. to Q. B. third 14. Q. to Q. sixth Q. takes Q. 15. Kt. takes Q. Kt. to Q. second 16. B. to K. Kt. fourth Kt. to Q. Kt. third *(coup juste)*

17. B. takes B. Kt. takes B. 18. Kt. takes K. P.

Let us remark that, 11. B. to Q. Kt. third would be an error, on account of

12. Q. takes Q. K. R. takes Q. 13. B. takes B. Q. R. P. takes B. 14. Kt. takes B. P. R. to Q. R. fourth 15. K. R. to Q. square

As Black could not proceed by 15. R. takes R. (check) 16. R. takes R. Kt. to Q. B. third

17. B. to Q. Kt. fifth ——— nor by 15. Kt. to B. third ——— 16. R. takes R. (check) ——— Kt. takes R.

17. R. to Q. square ——— Kt. to B. third 18. B. to Q. Kt. fifth ——— without losing immediately; and as at 15. B. to Q. second ——— White could reply by 16. P. to K. sixth ———

Black's better move, will doubtless be 15. R. to K. B. square ——— Now in this case 16. Kt. to Q. fifth ——— will assure to White the superiority of a Pawn.

12. K. R. takes Q.

If 12. Q. R. takes Q. ———, Black would make a grave mistake in replying with 12. B. takes B. ———, which would entail, 13. B. to K. B. fifth ——— 14. Kt. takes Q. B. P. ——— B. takes K. P. 15. P. takes P. in passing ——— 16. Kt. to Q. B. third ——— 17. B. takes P. ——— B. to Q. Kt. square 18. P. takes B. ——— 19. R. to K. seventh ——— to the manifest destruction of Black's game. Or 13. B. to Q. Kt. third ——— 14. Kt. takes R. ——— (if 14. B. to Q. square ——— 15. P. to Q. Kt. fourth ———) 15. B. to Q. R. fourth ———. Whatever Black does, White always in this last case, preserves, after the exchanges, a superiority of force sufficient to give him the game. Here follows the proof of this :—

1st. 15. P. to Q. Kt. fourth ——— 16. K. R. to Q. square ——— 17. P. to Q. R. third ———

(If 17. P. to Q. Kt. fifth ——— 18. K. R. to Q. fifth ———) 18. P. to Q. Kt. fourth ——— &c.

2nd. 15. Kt. to Q. B. third ——— 16. K. R. to Q. square ——— 17. B. to Q. Kt. fifth ———

18. B. takes Kt. ——— P. takes B. 19. P. to Q. Kt. fourth ——— B. takes Kt. P. 20. R. to Q. eighth ——— B. to Q. R. fourth.

21. R. takes R (check) ——— K. takes R. 22. R. to Q. Kt. square ———, &c.

3rd. 15. Kt. to Q. B. third ——— 16. K. R. to Q. square ——— 17. B. takes Q. R. P. ———

followed by 17. P. takes B. 18. R. takes Kt. / B. to Kt. second 19. Q. R. to Q. sixth / B. to Q. R. fourth
20. Kt. to Kt. sixth or by 17. B. to K. second 18. R. takes Kt. / P. takes R.
19. B. takes B. / R. takes B. 20. Kt. to Kt. sixth &c.

The most simple course for Black would be to put up with the loss of a Pawn, but, in that case, he has an inferior position; 15. B. to K. second
16. Kt. to Q. B. seventh / B. takes R. 17. P. takes B.

His correct response to 12. Q. R. takes Q. is 12. B. to Q. Kt. third which equalizes the game, by 13. B. takes B. / R. P. takes B. 14. Kt. takes P. / R. takes Q. R. P. or by
13. P. to Q. R. third / Kt. to Q. B. third 14. B. takes B. / Q. B. P. takes B. 15. Kt. to Q. sixth / Kt. takes P. &c.

In like manner, in case of 12. B. takes Q. / B. to Q. Kt. third 13. B. takes B. / R. P. takes B.
14. Kt. takes P. / R. to R. fourth. Black gaining White's K.'s Pawn in return for that taken by his Kt.

12.	B. takes B.
13. Kt. takes Q. B. P.	B. to K. B. fifth
14. Kt. takes R.	B. takes K. P.
15. R. to Q. fifth	Kt. to Q. B. third
16. B. to Q. Kt. fifth	B. to K. third
17. B. takes Kt.	

White would obtain no more than an equal game by 17. R. takes B. / Kt. takes R.
18. Kt. to B. seventh / R. to Q. square 19. Kt. takes B. / P. takes Kt. and 17. R. to Q. B. fifth
would be bad play, because of 17. B. to Q. fourth 18. R. takes Kt. / P. takes R.
19. B. takes P. / B. takes Q. Kt. P., &c.

17.	B. takes R.
18. B. takes B.	R. takes Kt.
19. B. takes Q. Kt. P.	B. takes Q. Kt. P.
20. R. to Kt. square	R. to Q. square
21. B. takes P.	

White has won a Pawn, but he cannot hope to win the game, because the Bishops command different colored diagonals.*

(To be continued.)

[* The author desires us to make the following emendations in those portions of his article which have appeared in our numbers for August, September, October, and December:—At page 155, line 11, for 9. $\frac{\text{P. to K. B. fourth}}{\text{B. to Q. second}}$, read 9. $\frac{\text{P. to K. B. fourth}}{\text{B. to Q. Kt. second}}$. Page 163, line 1, for 10. $\frac{\text{B. to Q. B. fourth}}{\text{Q. to Q. B. second}}$, read 10. $\frac{\text{Kt. to Q. R. fourth}}{\text{Q. to Q. B. second}}$. Page 163, last line, for 10. $\frac{\text{Kt. to Q. fifth}}{\text{B. to K. B. third}}$, read 10. B. to K. B. third. Page 203, line 16. for A., read (*a*). Page 203, line 25, for 9. $\frac{\text{P. to K. fifth}}{\text{P. to K. fifth}}$, read 9. $\frac{\text{P. to K. fifth}}{\text{P. to K. fifth}}$. Page 244, last line, for 20. $\frac{\text{R. to K. square}}{\text{Kt. takes P.}}$, read 20. $\frac{\text{R. to K. square}}{\text{Kt. takes B.}}$. Page 321, line 6, for 10. $\frac{\text{B. to Q. B. fourth}}{\text{B. to Q. B. fourth}}$, read 10. $\frac{\text{B. to Q. B. fourth}}{\text{B. to Q. B. fourth}}$. Page 322. line 13, for 16. $\frac{\text{B. to Q. B. fourth}}{\text{B. to Q. B. fourth}}$, read 16. $\frac{\text{B. to Q. B. fourth}}{\text{B. to Q. B. fourth}}$.]

GAMES.

Our four first games were played in the Tourney for the Emperor's Prize, in Paris, and, with the notes, are extracted from the shortly to be published Memoir of the Paris Chess Congress, by Messrs. De Riviére and Neümann.

Game LXXXV.

Between Messrs. Steinitz and S. Loyd.

(*Sicilian Opening.*)

Black. (Mr. Loyd.)	*White.* (Mr. Steinitz.)
1. P. to K. fourth	P. to Q. B. fourth
2. P. to K. B. fourth	

["We have said that this is not the best move."]

2.	P. to K. third
3. Kt. to K. B. third	Kt. to Q. B. third
4. P. to Q. B. third	P. to Q. fourth
5. P. to K. fifth	Kt. to K. R. third
6. B. to Q. Kt. fifth	B. to K. second
7. P. to Q. fourth	Castles
8. B. to Q. third	Q. to Q. Kt. third
9. Q. to Q. B. second	

["The eventual gain of the K. R.'s Pawn is not advantageous; the game of Black will be too open, and he must lose time in retreating the Bishop."]

9.	P. takes P.
10. P. takes P.	Kt. takes Q. P.
11. Kt takes Kt.	Q. takes Kt.
12. B. takes P. (check)	K. to R. square
13. B. to Q. third	B. to Q. second
14. Kt. to Q. B. third	K. R. to Q. B. square
15. P. to Q. R. third	P. to Q. Kt. fourth
16. Q. to K. second	

["A great error."]

16.	R. takes Kt.
17. P. takes R.	Q. takes P. (check)
18. Q. to Q second	Q. takes R.
19. Castles	B. takes Q. R. P.
20. B. takes B.	Q. takes B.
21. P. to K. R. third	R. to Q. B. square
22. P. to K. Kt. fourth	R. to Q. B. sixth
23. R. to Q. square	B. to Q. B. third
24. P. to Kt. fifth	Kt. to B. fourth
25. Q. to K. second	P. to K. Kt. third
26. B. takes Kt.	K. P. takes B.
27. P. to K. sixth	Q. to Q B. fourth (check)

28. K. to B. square	Q. to B. fifth
29. P. takes P.	K. to Kt. second

And Mr. Loyd resigned.

Game LXXXVI.

Between Messrs. Neümann and de Riviére.

(*Evans-Gambit.*)

White. (Mr. de Riviére.)	*Black.* (Mr. Neümann.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. R. fourth
6. Castles	

("The correct move is P. to Q. fourth.")

6.	Kt. to K. B. third
7. P. to Q. fourth	Kt. takes K. P.
8. P. takes P.	Castles
9. Q. to B. second	P. to Q. fourth
10. R. to Q. square	B. to K. third
11. B. to Q. third	P. to K. B. fourth
12. P. takes P. *(in passing)*	Kt. to K. B. third taking P.
13. B. to K. Kt. fifth	P. to K. R. third
14. B. to K. R. fourth	B. to Q. Kt. third
15. Q. Kt. to Q. second	Q. to Q. second
16. B. takes Kt.	R. takes B.
17. B. to K. R. seventh (check)	K. to R. square
18. Kt. to K. fourth	R. takes K. Kt.

["By this capture, Black wins two Pieces for his Rook, and has the game at his disposal."]

19. P. takes R.	B. to K. B. fourth
20. B. takes B.	Q. takes B.
21. Q. to Q. third	P. takes Kt.
22. P. takes P.	Q. takes B. P. (check)
23. K. to R. square	Kt. to K. fourth
24. Q. to K. Kt. third	Q. takes Q.
25. P. takes Q.	Kt. to Kt. fifth
26. R. to K. square	R. to K. square
27. K. to Kt. second	Kt. to K. third (check)
28. K. to B. third	Kt. to Q. B. seventh

And White abandoned the game.

Game LXXXVII.

Between Baron d'André and Mr. de Riviére.

(Ruy Lopez's, or Spanish Opening.)

Black. (Mr. de Riviére.)	*White.* (Baron d'André.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	Kt. to Q. fifth

["We know that the defences most frequently adopted at this point are P. to Q. R. third; B. to Q. B. fourth; Kt. to K. B. third; and, Kt. to K. second. We think, of these, Kt. to K. B. third is the strongest. As to the move in the text, it results in doubling the defendant's Pawns, without any compensation."]

4. Kt. takes Kt.	P. takes Kt.
5. Castles	P. to Q. R. third
6. B. to Q. B. fourth	P. to Q. B. fourth
7. P. to K. fifth	P. to Q. Kt. fourth

["A grave fault."]

8. B. takes B. P. (check)	K. takes B.
9. Q. to K. B. third (check)	K. to K. third

["He should have returned the King to K.'s square."]

10. Q. takes Q. R.	Kt. to K. second
11. Q. to K. fourth	Q. to Q. B. second
12. P. to K. B. fourth	B. to Q. Kt. second
13. P. to B. fifth (check)	K. to B. second
14. P. to K. sixth (check)	K. to K.'s square
15. Q. to K. second	Kt. to Q. fourth
16. P. to Q. third	B. to Q. third
17. Q. to K. R. fifth (check)	K. to Q. square
18. B. to Kt. fifth (check)	Kt. to K. B. third
19. Kt. to Q. second	P. to K. R. third
20. B. takes Kt. (check)	

["Q.'s Rook played to K.'s square would have given more force to the attack."]

20.	P. takes B.
21. Q. R. to K. square	R. to Kt. square
22. Kt. to K. fourth	P. takes K. P.
23. P. takes P.	Q. to K. Kt. second
24. R. to K. second	B. to K. second
25. R. to K. B. third	Q. to K. R. second
26. Kt. to Kt. third	

["This was played heedlessly. R. to K. Kt. third would have won the game with ease."]

26.	R. to Kt. fourth

["Well played. If he had taken the Rook with his Bishop, Mr. De Riviére would have retaken with the Queen, with a sure won game."]

27. Q. to K. B. seventh

["This also was played without due consideration. He ought to have moved his Queen to K. R.'s fourth."]

27.	Q. takes Q.
28. P. takes Q.	B. takes R.
29. P. takes B.	R. to K. Kt. second
30. K. to B. second	R. takes P.
31. Kt. to K. B. fifth	P. to K. R. fourth
32. R. to K. sixth	P. to Q. B. fifth
33. R. takes Q. R. P.	B. to Q. B. fourth
34. R. to Q. B. sixth	B. to Q. R. second
35. P. to Q. R. fourth	P. takes Q. P.
36. Q. B. P. takes P.	P. takes P.
37. R. to Q. R. sixth	B. to Q. Kt. square
38. R. takes Q. R. P.	R. to Q. Kt. second
39. R. takes Q. P. (check)	K. to K. square
40. R. to K. fourth square (check)	K. to B. second
41. P. to Q. Kt. fourth	B. takes K. R. P.
42. P. to K. B. fourth	R. to Q. second
43. P. to Q. fourth	R. to Q. fourth
44. Kt. to K. third	P. to K. B. fourth
45. Kt. takes R.	P. takes R.
46. K. to K. third	P. to R. fifth
47. K. takes P.	P. to R. sixth
48. Kt. to K. third	B. to Kt. eighth
49. Kt. to B. square	P. to R. seventh
50. Kt. to Kt. third	B. to B. seventh
51. Kt. to R. square	B. to K. R. fifth

["It might be thought that the game is decidedly in favor of Black, but in all the variations we have examined, a *remise* is obtainable, if the correct moves in defence are played."]

52. P. to Q. Kt. fifth	B. to Q. square
53. K. to Q. fifth	K. to B. third
54. K. to B. sixth	K. to B. fourth
55. P. to Q. Kt. sixth	B. takes P.
56. K. takes B.	K. takes P.
57. P. to Q. fifth	K. to B. sixth
58. P. to Q. sixth	K. to Kt. seventh
59. P. to Q. seventh	K. takes Kt.
60. P. "Queens"	K. to Kt. seventh

Drawn battle.

Game LXXXVIII.

Between Messrs. Kolisch and De Vere.

(*Ruy Lopez's or Spanish Opening.*)

Black. (Mr. De Vere.)	*White.* (Mr. Kolisch.)
1. P. to K. fourth	P. to K. fourth

2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. R. fourth	Kt. to K. B. third
5. Castles	B. to K. second
6. Kt. to Q. B. third	P. to Q. Kt. fourth
7. B. to Q. Kt. third	P. to Q. third
8. P. to Q. third	Castles
9. Kt. to K. second	B. to K. Kt. fifth
10. P. to Q. B. third	B. takes Kt.
11. P. takes B.	Q. to Q. second.
12. Kt. to K. Kt. third	Q. to K. R. sixth
13. B. to Q. fifth	

["This is extremely weak. Up to the present move, Black had a good game, and he should now have played his King to Rook's square. Such a fault of appreciation on the part of a player like Mr. De Vere is inexplicable."]

13.	Kt. takes B.
14. P. takes Kt.	Kt. to Q. square
15. K. to R. square	P. to K. B. fourth
16. R. to K. Kt. square	P. to K. B. fifth
17. Kt. to K. fourth	Kt. to K. B. second
18. P. to Q. fourth	Kt. to K. R. third
19. Q. to Q. third	K. to R. square
20. P. to Q. Kt. third	R. to K. B. fourth
21. B. to Q. R. third	R. to K. R. fourth
22. R. to Kt. second	Kt. to Kt. fifth

["Mr. Kolisch derives the full benefit of his opponent's fault."]

23. K. to Kt. square	Kt. takes K. R. P.
24. R. to Q. square	Kt. takes P. (check)
25. K. to B. square	Q. to R. eighth (check)
26. K. to K. second	Kt. takes Q. P. (check)
27. P. takes Kt.	Q. takes K. R.
28. Q. to K. B. third	Q. takes Q. (check)
29. K. takes Q.	P. takes Q. P.
30. R. takes P.	R. to K. B. fourth

And Mr. Kolisch wins.

Game LXXXIX.

The three games following were played in the still pending "Challenge Cup" Tourney of the "British Chess Association."

(Ruy Lopez Knight's Game.)

Black. (Mr. Wormald.)	*White.* (Mr. De Vere.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third

3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. R. fourth	Kt. to K. B. third
5. Castles	B. to K. second
6. Q. to K. second	P. to Q. Kt. fourth
7. B. to Q. Kt. third	Castles
8. P. to Q. third	B. to Q. Kt. second
9. P. to Q. R. fourth	

[The prudence of this move is very questionable. It affords White a good opportunity to play his Pawn to Q. Kt. fifth, and thus restrict the action of the Q.'s Kt.]

9.	P. to Q. Kt. fifth
10. B. to K. third	P. to Q. fourth
11. P. takes P.	Kt. takes P.
12. Q. Kt. to Q. second	

[The inability to bring this Kt. into freer play, was a main cause of Mr. Wormald's coming difficulties.]

12.	P. to K. B. fourth
13. B. to K. Kt. fifth	B. takes B.
14. Kt. takes B.	Kt. to Q. fifth
15. Q. to K. R. fifth	

[This was tempting; but it does not improve Black's position.]

15.	P. to K. R. third
16. B. takes Kt. (check)	B. takes B.
17. K. Kt. to B. third	Kt. to K. seventh (check)

[Far better play than capturing the Q. B.'s Pawn.]

18. K. to R. square	Kt. to K. B. fifth
19. Q. to K. R. fourth	Q. takes Q.

[White has now an irresistible advantage, and his course to victory is short and obvious.]

20. Kt. takes Q.	P. to K. Kt. fourth
21. K. Kt. to B. third	P. to K. fifth
22. Kt. to K. square	P. takes Q. P.
23. P. takes P.	Q. R. to K. square
24. P. to Q. Kt. third	R. to K. seventh
25. R. to Q. square	Kt. to K. R. sixth
26. P. to K. B. third	Kt. to B. seventh (check)

And Black resigned.

Game XC.

(*Fianchetto di donna.*)

Black. (Mr. Macdonnell.)	*White.* (Mr. J. Owen.)
1. P. to K. fourth	P. to Q. Kt. third
2. P. to Q. fourth	B. to Q. Kt. second

3. B. to Q. third	P. to K. third
4. Kt. to K. B. third	P. to Q. B. fourth
5. P. to Q. B. third	P. takes P.
6. P. takes P.	B. to Q. Kt. fifth (check)
7. B. to Q. second	

[Surely Kt. to Q. B. third would have been better play.]

7.	B. takes B. (check)
8. Q. takes B.	Kt. to K. B. third
9. Kt. to Q. B. third	P. to K. R. third

[This appears to be a lost move; a fatal loss at such a moment.]

10. P. to K. fifth	Kt. to K. R. fourth
11. B. to K. fourth	P. to Q. fourth
12. B. to Q. B. second	P. to K. Kt. fourth

[The advance of this Pawn was unavoidable, but it adds still more to the present insecurity of White's position.]

13. Kt. to Q. Kt. fifth	B. to Q. R. third
14. Kt. to Q. sixth (check)	K. to B. square
15. P. to K. Kt. third	Kt. to Q. B. third
16. P. to K. R. fourth	P. to K. Kt. fifth
17. Kt. to K. R. second	P. to K. B. fourth

(Coup de désespoir!)

18. Kt. takes K. Kt. P.

[Correctly played. After this, with ordinary care, Black must win easily.]

18.	P. takes Kt.
19. B. to K. Kt. sixth	Kt. to K. B. third
20. Kt. to K. B. seventh	Kt. to K. fifth
21. Kt. takes Q.	

[A fault; resulting from a want of circumspection or of confidence, perhaps of both. The right move, easy to see, one would think, is Q. to K. B.'s fourth. After that, White has a hopeless game.]

21.	Kt. takes Q.
22. Kt. takes Kt.	Kt. to B. sixth (check)
23. K. to Q. square	P. to K. R. fourth
24. R. to Q. B. square	K. to Kt. second
25. Kt. to Kt. fourth	K. takes B.
26. Kt. takes B.	Q. R. to Q. B square
27. R. to Q. B. seventh	R. takes R.
28. Kt. takes R.	Kt. takes Q. P.
29. K. to Q. second	Kt. to B. sixth (check)
30. K. to K. second	K. to B. fourth
31. Kt. to Kt. fifth	R. to K. R. second
32. R. to Q. B. square	K. takes P.
33. R. to Q. B. eighth	Kt. to Q. fifth (check)
34. Kt. takes Kt.	K. takes Kt.
35. R. to K. B. eighth	P. to K. fourth

36. R. to K. B. fifth	K. to K. fifth
37. R. to B. eighth	P. to Q. fifth
38. R. to B. sixth	R. to Q. B. second
39. R. to K. R. sixth	R. to B. seventh (check)
40. K. to K.'s square	K. to Q. sixth
41. K. to B. square	R. to B. eighth (check)
42. K. to Kt. second	K. to K. fifth
43. R. to R. seventh	P. to Q. sixth
44. R. to Q. seventh	R. to B. fifth
45. K. to B. square	R. to Q. fifth
46. R. takes R.	K. takes R.

[After his miraculous escape at the 21st move, White plays unexceptionably to the end.]

47. P. to K. B. third	P. takes P.
48. P. to K. Kt. fourth	P. to Q. seventh

And all is over.

Game XCI.

Between Mr. V. Green and Dr. Murphy.

(Giuoco Piano.)

White. (Mr. G.)	*Black.* (Dr. M.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. B. third	P. to Q. third
5. Castles	Kt. to K. B. third
6. P. to Q. third	P. to K. R. third
7. B. to K. third	Castles
8. Q. Kt. to Q. second	P. to Q. R. third
9. Q. to K. second	Q. to K. square
10. Kt. to K. R. fourth	K. to R. second
11. P. to K. R. third	Kt. to K. second
12. P. to Q. fourth	B. to Q. R. second
13. P. to K. B. fourth	Kt. to Kt. third
14. B. P. takes P.	

[The opening of this game is uncommonly well played by Mr. Green, and at the present moment, his position is in many respects superior to his opponent's.]

14.	P. takes P.
15. R. takes Kt.	

[A fine intention.]

15.	P. takes R.

[If he had taken the Kt. instead of the R., White would have obtained a winning attack by taking the K. R. P. with R., following it by playing his Q. to K. R. fifth.]

16. Q. to K. R. fifth — Kt. to B. fifth
17. B. takes Kt. — P. takes B.
18. P. to K. fifth

[This, like move 15, is finely conceived, and adds much to the interest of the combat.]

18. — Q. takes P.
19. B. to Q. third (check) — K. to Kt. second
20. B. to K. B. fifth — R. to K. R. square

[Checking with the Q. and then capturing the Kt., would have been a disastrous error.]

21. K. to R. square — Q. to Q. Kt. fourth
22. R. to K. B. square

[This move puzzles us, for we cannot discover why Mr. Green did not check with the Q. at K. Kt. fourth, and then take off the Bishop.]

22. — B. to K. third
23. R. takes P.

[More puzzling still, since White has again the opportunity of obtaining a decisive advantage by the line of play before indicated, and again pretermits it, *ex. gr.*—

23. Q. to K. Kt. fourth (check) — K. to B. square.
24. B. takes B. — P. takes B.
25. Q. takes P.

He may simply check with the Kt. and win the exchange, but the present mode of continuation is perhaps more effective.

25. — Q. to K. Kt. fourth

If Q. to Q. B. third, he can take off the Queen, and then check with the Kt., having an easy game before him.

26. R. takes P.

And Black has no resource.

If we have overlooked no move which invalidates our variation, the fact of the players, the onlookers, and the publishers of the game—for it has been printed with copious annotations—not seeing the opportunities at White's command, must be admitted to be remarkable.]

23. — Q. R. to K. Kt. square
24. R. to K. Kt. fourth (check)

[We suggest P. to Q. R. fourth, as stronger than the move in the text. Suppose:—

24. P. to Q. R. fourth — Q. to Q. second

Any other move appears to make matters worse for him.

25. B. takes B. — Q. takes B. (best)
26. R. to K. fourth — Q. to Q. second (best)
27. R. to K. seventh

And White must win immediately.]

24. — K. to B. square
25. R. takes R. (check) — R. takes R.
26. Q. takes R. P. (check) — K. to K. second
27. Kt to K. fourth

[A fault, but for which he might, we believe, have saved the game. The correct move appears to be Q. to K. R. seventh.]

27.	Q. to K. eighth (check)
28. K. to R. second	R. takes P. (check)

[Very well played.]

29. Kt. takes R.	Q. takes B.
30. Kt. to K. Kt. third	Q. to K. B. sixth
31. P. to Q. R. third	P. to Q. B. fourth

[A good move. The intention being to play the Bishop, so long *hors de combat*, to Q. Kt. square.]

32. Q. to K. third	Q. takes Q.
33. Kt. takes Q.	P. takes P.
34. P. takes P.	K. to B. square
35. Kt. from Kt. third to B. fifth	K. to Kt. square
36. K. to Kt. third	K. to R. second
37. P. to K. R. fourth	K. to Kt. third
38. K. to B. fourth	K. to R. fourth
39. P. to Q. fifth	B. to Q. second
40. K. Kt to K. Kt. second	B. to Q. R. fifth
41. K. Kt. to K. third	B. to Q. second
42. K. to K. fourth	B. to K. sixth taking Kt.
43. Kt. takes B.	K. takes P.
44. Kt. to B. fifth (check)	K. to Kt. fourth
45. Kt. to Q. sixth	P. to B. fourth (check)
46. K. to B. third	K. to B. third
47. Kt. takes Q. Kt. P.	

[Was K. to B. fourth well considered? It looks a very natural move.

47.	K. to K. fourth
48. Kt. to B. fifth	B. to B. square
59. Kt. to R. fourth	B. to Kt. second
50. Kt. to B. fifth	B. takes P. (check)
51. K. to K. second	P. to Q. R. fourth
52. P. to Kt. fourth	K. to Q. fifth
53. Kt. to Q. seventh	P. takes P.
54. P. takes P.	B. to Q. B. third
55. Kt. to Kt. eighth	B. to Kt. fourth (check)

And White resigned.

Game XCII.

This and the following game were played at the Chess Meeting in Dundee, last year.

(*K.'s Bishop's Game.*)

Black. (Mr. Fraser.)	*White.* (Mr. Neumann.)
1. P. to K. fourth	P. to K. fourth
2. B. to Q. B. fourth	B. to Q. B. fourth

3. P. to Q. Kt. fourth	B. takes Kt. P.
4. P. to Q. B. third	B. to Q. R. fourth
5. Kt. to K. B. third	Kt. to Q. B. third
6. Castles	Kt. to K. B. third
7. P. to Q. fourth	Kt. takes K. P.
8. P. takes K. P.	Castles
9. Q. to Q. fifth	Kt. takes Q. B. P.
10. Kt. takes Kt.	B. takes Kt.
11. B. to K. Kt. fifth	Q. to K. square
12. Q. R. to Q. square	B. takes K. P.
13. K. R. to K. square	P. to Q. third
14. Q. to K. fourth	B. to K. third
15. B. to Q. third	P. to K. B. fourth
16. Q. to K. R. fourth	Q. to K. Kt. third
17. R. to K. third	Q. R. to K. square
18. Kt. takes B.	Kt. takes Kt.
19. R. to K. Kt. third	

[Black's scheme to win the adverse Queen is extremely well conceived, but it required such an expenditure of force, that the gain became a loss.]

19.	Kt. takes B.
20. B. to K. R. sixth	Kt. to K. fourth
21. R. takes Q.	Kt. takes R.
22. Q. to Q. Kt. fourth	P. takes B.
23. Q. takes Q. Kt. P.	B. takes P.
24. Q. takes Q. B. P.	P. to Q. fourth
25. Q. takes Q. R. P.	B. to Q. B. fifth
26. P. to K. R. third	R. to K. second
27. Q. to Q. R. third	P. to K. R. fourth
28. Q. to Q. B. third	P. to K. R. fifth
29. R. to Q. R. square	P. to K. B. fifth
30. P. to K. B. third	R. to K. sixth
31. Q. to Kt. second	Kt. to K. fourth
32. Q. to K. B. second	P. to Q. fifth
33. Q. takes R. P.	Kt. to Kt. third
34. Q. to Kt. fourth	

[Lost time apparently. He should have played to Kt. fifth at once. In any case, however, his game is hopeless.]

34.	B. to K. third
35. Q. to Kt. fifth	R. to K. fourth
36. Q. to K. R. sixth	P. to Q. sixth
37. P. to K. R. fourth	P. to Q. seventh
38. P. to K. R. fifth	R. to K. eighth (check)
39. K. to R. second	R. takes R.
40. P. takes Kt.	R. to K. R. eighth (check)
41. K. takes R.	P. "Queens" (giving check)

42. K. to R. second	Q. to Q. second
43. P. to K. Kt. seventh	R. to K. square

And Black resigned.

Game XCIII.

Between Messrs. de Vere and G. B. Fraser.

(*Ruy Lopez Knight's Opening.*)

White. (Mr. de Vere.)	*Black.* (Mr. Fraser.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. R. fourth	Kt. to K. B. third
5. Castles	Kt. takes P.
6. R. to K. square	Kt. to Q. B. fourth
7. Kt. takes K. P.	Kt. takes Kt.
8. R. takes Kt. (check)	B. to K. second
9. B. to Q. Kt. third	Kt. takes B.
10. Q. R. P. takes Kt.	Castles
11. P. to Q. fourth	P. to Q. fourth
12. Kt. to Q. B. third	P. to Q. B. third
13. Q. to Q. third	B. to Q. third
14. R. to K. Kt. fifth	Q. to K. B. third
15. P. to K. R. third	

[Overlooking, evidently, Black's next move. It was difficult for him, however, with the Rook so placed, to avoid loss of some kind.]

15.	P. to K. Kt. third
16. B. to K. third	P. to K. R. third
17. R. to K. Kt. third	B. takes R.
18. P. takes B.	P. to K. Kt. fourth
19. R. to K. B. square	Q. to K. Kt. third
20. Q. to Q. second	B. to K. B. fourth
21. R. to K. B. second	Q. R. to K. square
22. Kt. to Q. square	R. to K. second
23. P. to K. Kt. fourth	B. to Q. B. square
24. R. to K. B. third	K. R. to K. square
25. Q. to K. B. second	K. to Kt. second
26. Kt. to Q. B. third	R. to K. B. square
27. Kt. to Q. R. fourth	P. to K. B. fourth
28. B. to Q. second	

[Well played.]

28.	Q. R. to K. square
29. B. to Q. Kt. fourth	R. to K. B. second
30. P. takes K. B. P.	R. takes P.

31. Kt. to Q. B. fifth	R. takes R.
32. Q. takes R.	Q. takes P.
33. Kt. to Q. third	K. to Kt. square
34. Q. to K. R. fifth	R. to K. third
35. Kt. to K. fifth	Q. to K. B. fourth
36. P. to K. R. fourth	K. to Kt. second
37. B. to Q. second	R. takes Kt.
38. P. takes R.	Q. to K. Kt. fifth
39. Q. takes Q.	B. takes Q.
40. P. takes P.	P. takes P.
41. B. takes P.	K. to Kt. third
42. B. to K. B. sixth	K. to B. fourth
43. K. to B. second	K. to K. fifth
44. K. to Kt. third	

And after many more moves, the game was resigned as a drawn battle.

Game XCIV.

Between "Delta" and "Presbyter;" the former giving the Pawn and first move.

[*Remove Black's K. B.'s Pawn from the board.*]

White. ("Presbyter.")	*Black.* ("Delta.")
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	Kt. to Q. B. third
3. Kt. to K. B. third	P. to Q. fourth
4. P. to K. fifth	P. to K. Kt. third
5. B. to Q. third	B. to K. R. third
6. P. to Q. B. third	Q. to K. second
7. Castles	B. to Q. second
8. B. to K. third	B takes B.

[A move not pleasant to make, but Black was eager to bring out his Kt., and get the King into safe quarters behind his Rook.]

9. P. takes B.	Kt. to K. R. third
10. P. to Q. Kt. fourth	Castles (on K.'s side)
11. P. to K. R. third	Kt. to K. B. fourth
12. Q. to K. square	R. to K. B. second
13. P. to K. fourth	Kt. to Kt.'s second
14. Q. Kt. to Q. second	Q. R. to K. B. square
15. Q. to K. third	Kt. to K. R. fourth
16. Kt. to Kt. fifth	R. takes R. (check)
17. R. takes R.	R. takes R. (check)
18. B. takes R.	

[This was not so sensible as taking with the King would have been. It relaxed the attack, which should have been pushed with unrelenting vigour at this moment.

18.	P. to K. R. third
19. K. Kt. to B. third	K. to R. second
20. K. to R. second	Kt. to Q. square
21. B. to Q. third	Kt. to Kt. second
22. Q. to K. square	Kt. to K. B. second
23. Kt. to K. R. fourth	Kt. to K. R. square
24. Q. to K. Kt. third	B. to K. square
25. Kt. to K. B. square	P. to Q. B. third
26. Kt. to K. third	P. to K. R. fourth

[Another disagreeable move, but needful to prevent the Kt. leaping to Kt. fourth, and then to B. sixth.]

27. P. to Q. R. fourth	B. to B. second
28. Kt. to B. third	K. to R. third
29. P. to K. R. fourth	K. to R. second

[Here, "Delta" appears to be losing time, but perhaps it was unavoidable.]

30. Kt. to Kt. fifth (check)	K. to Kt. square
31. P. to Q. Kt. fifth	B. to K. square
32. P. takes Q. P.	B. P. takes Q. P.
33. P. to Q. B. fourth	Q. to Q. R. sixth

[A desperate sally to relieve himself if possible from the terrible pressure of the attack.]

34. B. to Q. B. second	P. takes Q. B. P.
35. Kt. takes Q. B. P.	Q. to K. second

[Black seems to have gained nothing by his run into the enemy's territory. We believe, in fact, his position is considerably the worse for it.]

36. Kt. to Q. sixth	P. to Q. R. third
37. P. takes P.	P. takes P.
38. Kt. from Kt. fourth to K. fourth	Kt. to K. B. fourth
39. Kt. takes Kt.,	

[We should rather have played thus:—

39. Kt. to B. sixth (check)	Q. takes Kt. (*best*)
40. B. takes Kt.	Q. to K. second (*must*)
41. B. to Q. third, &c.	

39.	K. P. takes Kt.
40. Kt. to B. sixth (check)	K. to B. square
41. B. takes K. B. P.	B. takes Q. R. P.
42. B. takes Kt. P.	Kt. takes B.
43. Q. takes Kt.	

[This is far from a first-class game, but it must have been wondrously interesting — especially to the player who held the attack.]

43.	Q. to K. Kt. second
44. Q. takes K. R. P	P. to Q. R. fourth
45. Q. to K. B. fifth	K. to K. second
46. Kt. to Q. fifth (check)	K. to Q. square

[Poor Black, one would think, *must* now give in; but the old soldier, nearly at the last gasp, keeps his back to the wall, and cries, "No surrender!"]

47. Q to K. Kt. fifth (check)

[Wonderful! Black may yet be repaid for his valiant defence, and save the game. The prospect of it would have been forlorn enough, however, but for this slip of his foe, who had only to play his Kt. to Q. Kt. sixth, to have won easily.]

47.	Q. takes Q,
48. P. takes Q.	B. to Q. Kt. sixth
49. Kt. to Q. B. third	P. to R. fifth
50. P. to K. sixth	

[Another error. He might still have won, we believe, by playing the Kt. to Q. Kt. square.]

50.	P. to R. sixth
51. P. to Q. fifth	P. to R. seventh
52. Kt. takes P.	B. takes Kt.

And the game was drawn.

Game XCV.

Between Mr. Neümann and Mr. De Souza, the former giving his Queen's Knight.

(Remove White's Queen's Knight from the board.)

(King's Knight's Gambit.)

White (Mr. Neümann.)	*Black* (Mr. De Souza.)
1. P. to K. fourth	P. to K. fourth
2. P. to K. B. fourth	P. takes P.
3. Kt. to K. B. third	P. to K. Kt. fourth
4. B. to Q. B. fourth	B. to K. Kt. second
5. P. to Q. fourth	P. to Q. third
6. P. to Q. B. third	P. to K. R. third
7. P. to K. Kt. third	P. takes P.
8. P. takes P.	Kt. to Q. B. third
9. Castles	B. to K. R. sixth
10. B. takes B. P. (check)	K. to Q. second

[If he had taken the Bishop, White would have obtained more than an equivalent advantage by taking the Kt. Pawn, with his Kt., giving double check, and then capturing the Bishop.

11. R. to K. B. second	P. to K. Kt. fifth
12. Kt. to K. R. fourth	Kt. to K. second
13. Q. to Q. Kt. third	K. to Q. B. square
14. P. to Q. R. fourth	Kt. takes Q. P.

[This sacrifice we take to be the result of a miscalculation.]

15. P. takes Kt	B. takes Q. P.
16. B. to K. third	

[Mr. De Souza appears to have overlooked this interposition, when he gave up his Kt.]

16. B. to K. fourth
17. K. to R. second

[The play of Mr. Neümann throughout this elegant little game, is noticeable for its ease and finish.]

17. Kt. to Q. B. third
18. Kt. to K. B. fifth P. to K. R. fourth
19. R. to Q. R. third

[Preparatory to a very bold and skilful *coup de main*.]

19. P. to K. R. fifth
20. B. to K. sixth (check) K. to Q. Kt. square

And here Mr. Neümann gave mate in twelve moves.*

Game XCVI.

Played in New York lately, between Messrs. Mackenzie, Dill, and Delmar, consulting together, against Messrs. Stanley, Brenzinger, and Barnett.

(*Evans's Gambit.*)

Black. (Mr. Mackenzie and his Allies.)	*White.* (Mr. Stanley and his Allies.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. P. to Q. fourth	P. takes P.
7. Castles	P. to Q. third
8. P. takes P.	B. to Q. Kt. third
9. Kt. to Q. B. third	Kt. to Q. R. fourth
10. B. to Q. third	Kt. to K. second
11. B. to Q. Kt. second	Castles
12. P. to Q. fifth	Kt. to K. Kt. third
13. Kt. to K. second	P. to Q. B. fourth
14. R. to Q. B. square	P. to K. B. third
15. R. to Q. B. third	

[If this move "bide touch" in other games as well as it does in the present one, what a valuable addition it must prove to our lines of attack in the Evans Gambit! We should like to see it fairly tested in actual play and by theoretical analysis.]

15. Kt. to K. fourth

[Bishop to K. Kt. fifth looks more troublesome. The move in the text assists Black in their object of bringing the Q. Rook into action on the King's side.]

16. Kt. takes Kt. Q. P. takes Kt.

[Again White appears to us to forward their opponents' game.]

17. K. to R. square R. to B. second

[It was not by play of this character that Mr. Stanley won his spurs. What could be the utility of playing the Rook thus?]

* From La Stratégie.

18. P. to K. B. fourth	P. takes P.
19. Kt. takes P.	B. to Q. second
20. Q. to Q. second	R. to Q. B. square
21. Kt. to K. R fifth	P. to Q. B. fifth
22. B. to Q. Kt. square	R. to Q. B. second

[A move fraught with danger, and which does not, even for the moment, lessen the painful compression of White's game.]

23. R. to K. Kt. third

[At length Mr. Mackenzie and his allies are enabled to place this Rook in the position they had assigned to him, and a terribly menacing one it is.]

23.	P. to Q. B. sixth
24. B. takes P.	Kt. to B. fifth

25. Q. to K. second

[Q. to K. R. sixth strikes us as a move of forceful potency here.]

25.	Kt. to Q. R. sixth
26. P. to K. fifth	Kt. takes B.

27. R. takes Kt.

[We have little doubt the situation was thoroughly examined, and that taking the Kt. was found to be better than advancing the King's Pawn. Still, the latter move looks so very strong that we are curious to know how White could have resisted it successfully. The most feasible moves of defence appear to be Kt. takes B. R. to K. B. sq., and B. takes K. P., and in each of these cases, Black seems to have an almost decisive advantage.

In the first place,—

27. P. to K. sixth	Kt. takes B.
28. P. takes R. (ch.)	K. to B. square (A)
29. Q. to Q. third	B. to Q. Kt. fourth

If they play P. to Kt. third, Black can take the K. B. P. with Kt., and have a superb attack; amply sufficient to win.

30. Q. takes K. R. P.	R. takes P. (best)

31. Kt. to K. B. fourth

And White cannot save their game.

(A)

28.	K. to R. square
29. R. takes K. B. P.	B. to Q. B. fourth (best)

If they take the Rook with the Queen, they are mated in three moves; if with the Pawn, Black take the Pawn with their Kt., and give mate immediately.

In the second place,—

27. P. to K. sixth	R. to K. B. square

If R. to K. second, Black win at once by taking the B. Pawn with Kt., giving check.

28. R. takes P. (check)	K. to R. square
29. Q. to Q. third	P. to B. fourth

30. Q. to K. Kt. third

And mate follows in three more moves.

In the third place,—

27. P. to K. sixth	B. takes P.
28. P. takes B.	R. to K. B. square
29. B. takes B. P.	Q. to Q. seventh

It is clear that if White capture the Bishop, they are lost in a few more moves.

30. P. to K. seventh

And win, do what White may.]

27.	B. to K. B. fourth
28. R. to K. B. square	B. to K. Kt. third
29. P. to K. sixth	R. to K. B. square
30. B. to Q. Kt. fourth	

[Is this move as effective as Kt. to K. B. fourth?]

30.	Q. takes P.
31. Kt. to B. fourth	Q. to Q. B. fifth
32. Q. takes Q.	R. takes Q.
33. B. takes R.	K. takes B.
34. R. to Kt. fourth	B. to Q. sixth
35. P. to K. seventh (check)	K. to K. square

[They would probably have escaped with a drawn battle had they taken the Pawn.]

36. R. takes K. Kt. P.	B. to K. fifth

[Taking the Rook would have been instantly fatal, because of the rejoinder, Kt. to Q. fifth.

37. R. to K. square	B. to K. sixth
38. R. to Q. square	R. to Q. B. eighth
39. R. takes R.	B. takes R.
40. Kt. to K. sixth	

And White resign.

THE "CHESS WORLD" PROBLEM TOURNEY.

IN the January Number of the "CHESS WORLD," for the year 1865-6, when our magazine was, so to speak, quite in its infancy, we laid before our readers the conditions of a Problem Tourney.

The prizes offered were of no inconsiderable value, and we hoped they would prove sufficiently inviting to composers to provoke a keen contest, and furnish some excellent stratagems. We were disappointed, and before the twelve months, over which the competition was to extend, had elapsed, it was resolved on account of the limited number of the competitors, and the general poverty of the problems sent in, that the affair should be shelved until the "CHESS WORLD" was more extensively known.

Now that it has become the only recognised English organ devoted exclusively to Chess, we propose to re-open the lists on precisely the same terms as before; we trust with a better result. The arrangements of the Tourney will be confided to Messrs. J. G. Campbell, G. McArthur, W. S. Pavitt, and J. W. Abbott, who will examine the problems submitted for competition, and decide upon their respective merits. We append the conditions.

1. Each competitor to send six problems—three in three moves; two in four moves; one in five moves.

2. Each contributor of six or more problems, of the description specified, to the "CHESS WORLD," will be considered a candidate for the prizes.

3. The problems to be sent in two at a time, and at intervals of not less than a month between each contribution.

4. Each problem to have the name of the author legibly inscribed at the top of the diagram.

5. All the problems so contributed which are thought deserving of publicity will be inserted in the "CHESS WORLD," as nearly as is practicable at the time they are received, and will subsequently be published in a book, of which every competitor who has three of his problems printed in the "CHESS WORLD" during 1869, will have the right to a copy.

6. All problems which are found to be false, as admitting of more than one solution, or as being impracticable in the number of moves specified for their solution, or as being impracticable in the number of moves specified for their solution, or as contravening in any way the Laws of Chess which are to regulate the Tourney, will, at the final adjudication by the Editors of the "CHESS WORLD," be withdrawn from the competition.

7. The problems to be all ordinary mates; that is to say neither fettered by fancy stipulations, nor what is called suicidal.

8. The problems to be composed in accordance with the Rules of Chess in the *Chess Praxis*.

9. The copyright of the competing problems to be the property of the Proprietors of the "CHESS WORLD," without whose express permission they are not to be published elsewhere.

10. The problems, after having undergone the ordeal of public examination by their insertion in this Magazine, will be examined carefully by the four gentlemen already mentioned, who will award the prizes, impartially, to the most worthy sets, and will publish their report in an early number of the "CHESS WORLD" afterwards.

11. Any composer who submitted problems for competition when the Tourney was first opened, will be permitted to select the whole, or a part, of his set from the problems sent in then.

PRIZES.—*1st Prize*—A Ten-Guinea Set of "Staunton" Chessmen, in Ivory.

2nd Prize—A Five-Guinea Set of "Staunton" Chessmen, in Ivory.

3rd Prize—A large Club-size Set of "Staunton" Chessmen, in Ebony and Boxwood.

INTERNATIONAL CHESS CONGRESS AT BADEN, 1869.

ARRANGEMENTS have been made for holding a Grand Chess Gathering at Baden in the summer of this year, under a directing Committee, composed of:—His Highness Prince Stourdza, President; M. de Tourguenjiff, Vice-President; M. Kolisch, Secretary; M. T. Weih, Treasurer; M. M. Grund, Henri de Haber, Baron Maytheny, and Colonel Morgan, Committee. The following is the Provisional Programme:—

I.—*Revision and Settlement of the Rules.*

The Congress will hold two sittings for the definitive fixing of the rules of Chess. The first, held the 15th of June, will vote a rough draft of a code, which will be sent during the sitting of the Congress to all the European Chess celebrities, inviting them to approve of it, and add all the remarks which their experience may suggest to them.

The second sitting will be held after the end of the two tournaments. The replies obtained will be then read and discussed, and the Chess code submitted to a definitive vote.

To be a member of the Congress, to have a right to vote, and to assist at the tournaments and banquet, the sum of 30 francs must be sent to the Treasurer.

II.—*Grand International Tournament—Prize of Baden* 3,000 *francs.*

Players of all countries will be admitted to compete for this prize, offered by the administration of Baden, on paying an entrance fee of 50 francs. Each player will play three games with each of his competitors. Whoever shall have won the greatest number of games, after the deduction of lost ones, will be the conqueror.

Drawn games will be counted as a half game to each of the adversaries.

The fees of this tournament, and the disposable resources of the treasury, will be applied to the formation of second and third prizes.

III.—*Handicap Tournament.*

Amateurs of all countries who wish to assist at the Handicap, will have to pay a sum of 20 francs, which will be destined to form the two prizes. The players will be divided by the Committee into four classes; the first will give to the second the advantage of the Pawn and move; to the third, of the Pawn and two moves; to the fourth, of the Knight.

The second-class will give the advantage of the Pawn and move to the third, and of the Pawn and two moves to the fourth; and the third-class will finally give the Pawn and move to the fourth.

The combatants will be paired by drawing lots. The losers will go out and the winners will continue until only two players remain, who will fight for the first and second prizes. Each round will be decided by the winning of the first games.

IV.—*Telegraphic Games.*

The Secretary of the congress will put himself in communication with the most important Chess Clubs in Europe, to organize games by Telegraph.

V.—*The Banquet.*

After the drawing of the prizes, a Banquet will take place in honor of the Conquerors of the two Tournaments, under the Presidence of His Serene Highness Prince Stourdza and the Vice-Presidence of M. de Tourguenjiff.

All communications relative to the congress must be addressed to M. Kolisch, 10, Rue du Fauburg, Montmartre, Paris.

CHALLENGE CUP TOURNEY OF THE BRITISH CHESS ASSOCIATION.

The following Table presents the score in this contest, up to the time of going to Press.

	De Vere	Wormald	Blackburne	Owen	Macdonnell	Lord	Bird	Wisker	Hampton	Cuthbertson	Skipworth	Won.	Lost.	Drawn
De Vere				1		1		—	1	1	1	5	0	1
Wormald			0	1				1	1	1	1	5	1	0
Blackburne		1		1	0	1			1	1	1	6	1	0
Owen	0	0	0		1	1	0	1	1	1	1	6	4	0
Macdonnell			1	0				0	1	1	1	4	2	0
Lord	0			1					0	1	1	3	2	0
Bird				1								1	0	0
Wisker	—	0		0	1				0	1	1	3	3	1
Hampton	0	0	0	0	0	1		1			1	3	5	0
Cuthbertson	0	0	0	0	0	0			0			0	7	0
Skipworth	0	0	0	0	0	0	0	0				0	8	0

In this Formula, the sign 1, indicates a won game; 0, a lost game; and —, a drawn game.

Review.

THE BRITISH CHESS ASSOCIATION'S BOOK OF TRANSACTIONS.*

AMONG other expedients adopted by the Managing Committee of "The British Chess Association" for eliciting Five Shilling Subscriptions from unwilling pockets, has been the promise, repeated from time to time, of a Report of the Association's proceedings, with the Games played, and the Problems submitted at the various meetings. The publication of the present volume has been delayed without any apparent good reason. The main reason seems to have been—indeed this is avowed—the difficulty of raising sufficient subscriptions. But persons who did subscribe have had just cause to complain, that promises, not demanded, but volunteered, have, by this system of continued delay, been needlessly broken. In reply to those complaints it may, however, be said that subscribers ought to have known better than expect anything else, and also that now, on the appearance of this volume, the pains of prolonged expectation will be allayed by the discovery that they have been but waiting for what has been given them before.

The book contains the record of what the Association has done since 1862. It turns out, however, that the transactions from July in that year to March 1866 have to be detailed as Irish snakes have been described. At a meeting in June last when the appointment of a Manager was discussed, one "took occasion to render justice to the efficient manner in which Mr. Lowenthal had, for the last seven years, discharged the duties." If we may rely on this report it seems that for nearly four of the seven years the duties were *nil*. We believe that nothing was done during the four years except the getting out of another over-due book, and the getting up of a testimonial to Mr. Lowenthal. Within a little over two years, there have been two meetings or "congresses" and one Problem Tourney, of which this book is the brief chronicle.

The work has very few of the charms of novelty. It is in a great measure a reprint of what has been already published. The Association has been in the habit of asserting its property in the games played at its meetings, and in the Problems submitted for competition. They must

* THE TRANSACTIONS OF THE BRITISH CHESS ASSOCIATION FOR THE YEARS 1866 AND 1867; containing a Report of the Proceedings at the London and Dundee Meetings, with a selection of the Games played, and of the Problems sent in for Competition. Edited by J. Lowenthal and G. W. Medley. London: Longmans, Green, Reader, and Dyer, 1868.

not be published without the consent of the Managing Committee. But this Committee used to have itself a publication, or at least the Manager had; so the Games and Problems were, for the most part, published in *The Chess Player's Magazine*, which, notwithstanding the influential support of the Association's patronage, died of inanition some twelve months ago. Those who were induced to take in the Magazine for the sake of the Games have little fresh matter to look for here; even the notes annexed to the Games, and criticisms on the Problems, are reprinted.

An apology was made some months ago for the non-appearance of the book, to the effect that "as the scale on which it was originally planned would involve an expense beyond the means of the Committee, it has been necessary to curtail the report." This may account for our having now a selection only of the Games and Problems. On what principle the elimination has been made, we are not informed; but it would be desirable to know now and then the reason of certain omissions. Sometimes a kindness may be done in withholding a game from publication for the sake of the reputation of a player. Whatever the reasons, and subscribers to the Association have a right to know them, Games played by notables are here suppressed, to make room for the second-rate *parties* of inferior players. If the compilers of the book were pressed for space, why, it may besides be asked, have they published, as part of their proceedings, Games with which they had nothing to do? The Games in the match between Anderssen and Steinitz are not claimed by the Committee of the Association as their property. It was not played under their management, and members of the Association were admitted to witness it "through courtesy" only. Yet here are the Games appropriated without comment or apology, and printed as part of the Transactions of the Association.

The principle of "selection" is applied to the Problems still more severely than to the Games. Not one-half of them are published; nearly three-fourths of the rejected Problems do not appear in this book: and we know from their having been published that numerous very good positions are excluded. If the Problems of Herren von Bilow and Kohtz, and of Mr. Fitzjohn, were reckoned so good that prizes were awarded to them; why, when they were set aside without any allegation that flaws were found in them, have little more than one-third of the whole number been thought worthy of publication? And surely in any case it was not "necessary to curtail the Report" to the extent of omitting the Solutions of Lieutenant Klett's Problems—a set of great excellence, and certainly entitled to the second place, if not the first, instead of the fifth or sixth originally assigned to it. This omission is a

gross instance of editorial carelessness, which the dilatoriness in publication renders wholly inexcusable.

The volume is a neat one, and well printed, though there is an indistinctness about the diagrams. Slips may here and there be met with; but we have found that, on the whole, the Games are correctly recorded. The editing being mere paste-and-scissors work, this accuracy is creditable only to the printer.

Solutions of Problems

IN THE NOVEMBER AND DECEMBER NUMBERS.

No. XLV.

1. Q. to Q. B. square	P. to Q. Kt. sixth

[The variations are obvious.]

2. Q. to K. Kt. fifth	Any move
3. Q. or B. mates.	

No. XLVI.

1. Q. to Q. R. eighth	Kt. takes Q.

[If 1. P. to K. fifth, then 2. Q. to Q. B. sixth, &c.]

2. R. takes Kt. P.	Any move
3. R. or P. mates.	

No. XLVII.

1. K. to Q. B. seventh	P. moves
2. K. to Q. Kt. sixth	P. moves
3. Kt. to Q. Kt. eighth	P. takes R.
4. Kt. mates.	

No. XLVIII.

1. B. takes P.	B. takes B.
2. Kt. takes P. (check)	B. takes Kt.
3. R. to Kt. eighth	B. moves
4. P. to Kt. fourth, mate.	

No. XLIX.

1. Kt. to Q. Kt. fifth (check)	K. to K. fifth
2. B. to K. R. second	K. to K. B. sixth
3. K. takes P.	K. to K. B. seventh
4. Kt. to Q. fourth	K. to K. eighth
5. B. to K. Kt. third, mate.	

No. L.

1. R. to Q. R. fifth	R. takes R.
2. R. to K. Kt. fourth	Kt. takes B. or (A)
3. Kt. to K. fourth	K. takes R.
4. Q. to K. Kt. fifth (check)	P. takes Q.
5. Kt. to K. B. sixth, mate.	

(A)

2.	Kt. to K. Kt. third
3. R. takes Kt.	R. to K. R. square
4. R. to K. Kt. fifth (check)	P. takes R.
15. Q. or R. mates.	

No. LI.

1. R. to Q. Kt. square — Any move
2. Q. R. B. or Kt. mates as Black plays.

No. LII.

1. B. to Q. R. eighth — P. to K. Kt. third

[If 1. K. moves, then follows 2. Q. takes P. (check); if 1. Kt. moves, then 2. Q. to Q. Kt. sixth; and if 1. P. to K. B. fifth, then 2. Q. to K. Kt. sixth, mate next move being inevitable in each case.]

2. Q. to Q. Kt. seventh — Anything
3. Q. mates

No. LIII.

1. B. takes P. — P. takes B. (dis. check)

[If Black play 1. Q. to Q. B. seventh, White replies with 2. B. to K. second, &c.; and if 1. Q. to Q. B. fourth, White has 2. Q. to K. eighth, &c.]

No. LIV.

1. B. to K. second — Kt. to K. third (best)
2. R. to K. Kt. sixth — Kt. takes B.

[If he play 2. Kt. to K. B. fifth, White answers with 3. R. takes Kt.; if 2. P. to K. B. fifth, then follows 3. R. to K. R. fifth (check); and if he play 2. P. to K. sixth, we have 3. P. to Q. fourth (check) &c.]

3. P. to K. B. fourth (check) — Any move
4. R. or P. mates

No. LV.

1. Kt. takes P. — P. to K. Kt. seventh

[If 1. P. takes Kt.
2. R. takes P. K. moves
3. B. to Q. Kt. fifth (check) K. moves
4. R. mates.]

2. Kt. to K. fourth — P. takes Kt.

[If 2. K. to Q. sixth, then 3. B. to Q. Kt. fifth (check), and 4. R. mates.]

3. R. to K. Kt. square — K. moves
4. B. mates

No. LVI.

1. Q. takes P. — K. takes R. or (A)

[If 1. R. takes Kt., then 2. R. to K. fifth (check), and mate next move.]

2. P. to Q. B. fourth — R. takes Kt.

[If 2. R. to K. B. third, then 3. Kt. to K. Kt. fifth (check), and 4. Q. to Q. B fifth mate.]

3. Q. to Q. eighth — Any move
4. Q. to Q. fifth, K. seventh, or K. B. sixth. Mate.

(A)

1. — P. to K. seventh
2. Kt. to K. B. sixth (check) — R. takes Kt.
3. R. to K. fifth (check) — K. moves
4. Q. mates

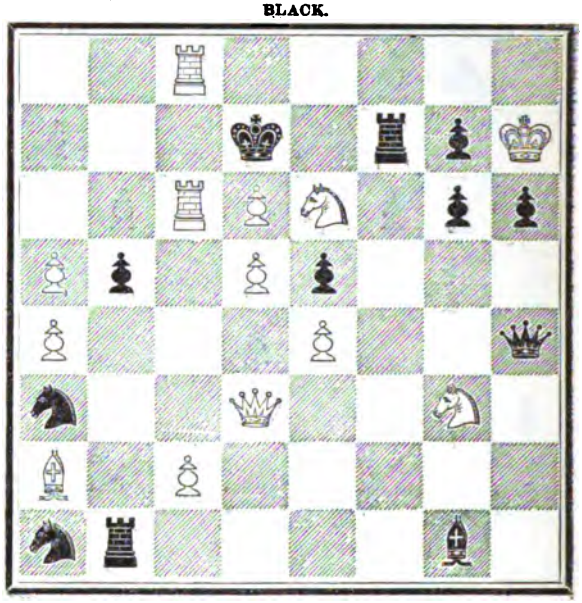
SOLUTION OF MR. CAMPBELL'S ENIGMA.

1. B. to Q. second — Any move
2. B. to Q. R. fifth — Any move
3. P. to Q. K. fourth

And wherever Black now moves, White will remain "Stalemated."

Problem LXI.—By Mr. J. G. Campbell.

BLACK.

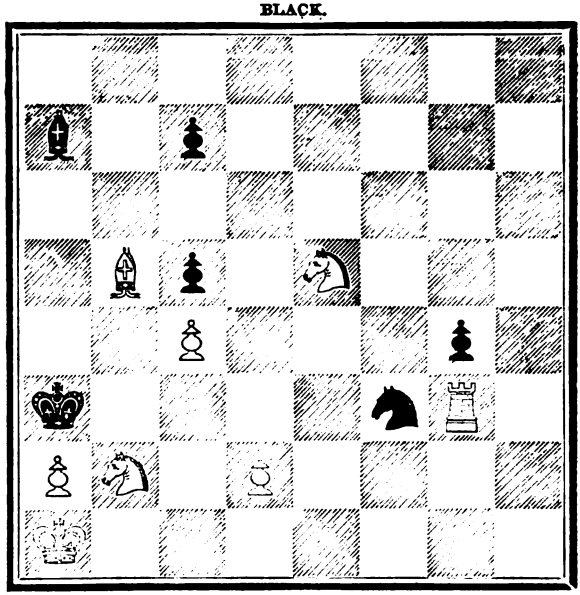


WHITE.

White to play and mate in four moves.

Problem LXII.—By Mr. J. Phenix.

BLACK.



WHITE.

White to play and mate in five moves.

The Chess World.

WHAT ROME MISSED.

An August sun shone down upon the city of Pompeii; upon temple and mart, upon marble portico and bronze statue, upon the crowded dwellings of the Via Domitiana full of life, and upon the glaring monuments of the Street of Tombs, full of death. It shone down with oppressive heat upon the motionless waters of the Cumæan Gulf, and upon the sleeping plains of the Campania. Outside of the houses there was scarcely a sign of life. The Forum was nearly deserted. The marketmen had long since returned to their suburban gardens; the public offices in the Basilica were closed; the shops of the money-changers were empty, and only an occasional priest passed in or out of the portals of the Pantheon, or under the arches of the fanes of Jupiter and Venus. But, shaded by the Doric colonnade that ran around three sides of the public square, a few groups of idlers were still engaged in discussing the events of the day, in criticising the last judicial decision of the Ædile, or in calculating the probable issue of the next gladiatorial combat. But just as the sun's rays seem hottest, the attention of these knots of gossipers is drawn to the figure of a man, who, coming from the direction of the Herculaneum gate, descends the flight of steps at the north-west corner, and enters upon the Forum. While he suddenly pauses and gazes, with the keen and curious glance of a stranger, upon the stately architectural splendor about him, various comments, some of wonder and some of raillery, are made upon his appearance and garb. His dress and manner prove him to be no Roman, while his bronzed features, and his indifference to the summer heat, attest the influence of even a warmer climate than that of Southern Italy.

"By the Gods!" said one of the members of the nearest group, "Yon Spaniard would be a rare assistant for Vulcan. Not the hottest forge in the divine workshop would draw the sweat from his brow."

"Nay, Cæcilianus," replied one of his companions, "call him not a Spaniard: he is one of the obstinate swine-hating people of Judæa.

They say that some of his race have made old Sol stand still; perhaps this Jew exercises a like power to repel the scorching beams of the god of day."

"How can both of you, who spend more than half the year in Rome, fall into such an error?" asked the third person of the group. "Can you not see that his swarthy features and long ungraceful pœnula could belong to no other than to a son of Egypt?"

But the approach of the stranger put an end to their discourse, for upon a nearer view, there was that in his dignified bearing, his commanding form, and his dark, speaking eye, which silenced ridicule and rebuked curiosity. After a courteous salutation, he began, with a marked but not unpleasant foreign accent, to question the three Pompeians concerning the use and character of the buildings which surrounded the Forum. When they had pointed out the various objects of interest in sight, and answered his queries at some length, Cæcilianus ventured to ask in return, whether he had been at Rome.

"No," said the stranger, "but I go. I came very lately from Alexandria, and more remotely from my native India."

The Italians started, for an inhabitant of that distant and to them almost mythical region was indeed a wonder. Roman geographical knowledge at that time, like Roman conquest, had barely reached the confines of Persia. Of all the Asiatic world beyond, Europe possessed only the inconsistent and unsatisfactory accounts brought by a few illiterate and credulous traders. As soon as the first momentary surprise had, in a degree, subsided, they overwhelmed the foreigner with a thousand eager inquiries about his country and its inhabitants, at many of which the Indian smiled, but to all of which he replied with unvarying good humour, and with that calm indifference to the prejudice and ignorance of his auditors which characterises the true traveller. Did his countrymen burrow in caves like the Scythians, or dwell in huts of reeds like the sable tribes of Africa? Did they worship Isis of Egypt or the fire god of Persia? Did they congregate in towns or were they a nation of wanderers like the rude Germans? Was it true that they destroyed their children and burned their wives, for such rumours had reached Romans ears? Was it true that in their quarter of the earth the moon was visible only eight days in the month, as some of the geographers related, and that the Great Bear was never seen at all? Was it true that in farthest Taprobane the worms were taught, by cunning art, to manufacture the richest silks? At length Cæcilianus glancing at a dial which stood near them changed the theme.

"Nay, Scaurus and Calventius, remember you are both to dine with me to-day, and we have scarcely two hours left for the bath. If this

engaging stranger will do my poor house the honor to meet us at the cœna, we can listen further to his marvellous tales."

The Indian accepted the invitation with the same frankness with which it was given, and after Cæcilianus had indicated with distinctness the locality of his dwelling, and the hour of the repast, the four speakers separated.

* * * * * * * * *

No writer of these days can do justice to the luxury and splendor of an Italian banquet in the time of imperial Titus. No pen can accurately describe its gastronomic delights. The wealthy Romans, not alone in the capital, but in the chief provincial towns, were accustomed to cover their tables with fish, fruit, and fowls, collected from the most distant parts of the empire. The dominion of Neptune and the Naiads yielded oysters that had been produced on the wild coasts of Britain, and had afterwards been artificially fattened in the Lucrine Lake; salmon from the limpid waters of the picturesque and beautiful Aquitaine; turbot that originally swam about those islands where now arise the famous tower of St. Mark's and the elaborate front of the Doge's palace, and lampreys, upon whose native element cloud-capped Etna looked down. The tangled Leucanian forests, and the broad woods of Tuscany, rewarded the skill of the dexterous huntsmen with the favorite wild boars; while kids, reared by the Corinthian settlers of Ambracia, found their way in abundance to the Italian markets. From the air—Nature's great aviary—came the tender ortolans that, in their brief lives, had hopped from tree to tree on the banks of the smooth-flowing Arno, the delicate woodcocks of the Phrygian hills, and the sweet-flavored Melian cranes. The fruitful earth was made to give up its treasures. Dates were sent from the sunny mountain sides of Syria; pomegranates were brought from the wide plains around Carthage, where they were cultivated by the old Punic foes, now the subservient subjects of the Eternal City; olives grew nowhere better than on the loamy soil of Sicily; and apples, of a color as enticing as those of Paris, were imported from the land of the frugal Epirots. When the palates of Cæcilianus and his guests had grown weary of enjoying such dishes as these, they adjourned (after two or three hours given to digestion and the bath), to a second triclinium for the purpose of passing the hours of the night in a social *commissatio*. The obedient slaves had meantime placed upon the polished board, wines from the rocky bluffs of Homeric Chios, from those green Setian hills which overlook the Pontine marshes, from the famed Lesbian vineyards that surround pleasant Mitylene, and beside them amphoræ filled with the generous, heady, full-bodied Falernian, clear and translucent as amber. While profiting by this Bacchanalian wealth, the well-informed Indian

portrayed to his new friends the characteristics of his Eastern home. Many were the stories he told of the Indian gods, of all-powerful Brahma, of destroying Siva, and of the mild and blessed Camadeva. Many were the scenes he pictured, in poetic words, of the domestic life of the Hindoos, and many the chapters he repeated from the sacred Vedas. To the enquiry of Scaurus, as to his object in coming to the West, he at first made no reply, but drew from a pouch concealed by the ample folds of his robe, a small box and a roll of thick and heavy papyrus. Unfolding the latter, the Pompeians beheld a mimic pavement, composed of small squares, such as adorned many an atrium in their city. The squares were all of the same color, but were divided from each other by delicately-traced lines of black. Then opening the casket, the stranger took from it a number of images, carved with exquisite workmanship, out of the whitest ivory, and the darkest ebony. The Italians, with wondering eyes, watched him arrange these little statues, partly on one side of the board and partly on the other. At last he turned, and thus addressed them:—

"This, O courteous Romans, is not the least remarkable production of the land of the Ganges and Indus, and is called the Chaturanga. It is a representative contest, a bloodless combat, an image, not only of actual military operations, but of that greater warfare which every son of the earth, from the cradle to the grave, is continually waging—the battle of life. Its virtues are as innumerable as the sands of African Sahara. It heals the mind in sickness, and exercises it in health. It is rest to the overworked intellect, and relaxation to the fatigued body. It lessens the grief of the mourner, and heightens the enjoyment of the happy. It teaches the angry man to restrain his passions, the light-minded to become grave, the cautious to be bold, and the venturesome to be prudent. It affords a keen delight to youth, a sober pleasure to manhood, and a perpetual solace to old age. It induces the poor to forget their poverty, and the rich to be careless of their wealth. It admonishes kings to love and respect their people, and instructs subjects to obey and reverence their rulers. It shows how the humblest citizens, by the practice of virtue and the efforts of labor, may rise to the loftiest stations; and how the haughtiest lords, by the love of vice and the commission of errors, may fall from their elevated estate. It is an amusement and an art, a sport and a science. The erudite and the untaught, the high and the low, the powerful and the weak, acknowledge its charms and confess its enticements. I learned to like it in the years of my youth; but as increased familiarity has developed its beauties, and unfolded its lessons, my enthusiasm has grown stronger and my fondness more confirmed. At length I casually heard from some merchants who traded with your Eastern provinces, that the mighty nation whose arms are fast conquering

a world larger than that of the Macedonian monarch, knew nothing of the existence of the Chaturanga, and I resolved to inform your countrymen of an art so pleasing and instructive. It was for this that I left my tropical birth-place, and travelled over seas and deserts far towards the setting sun. It was for this that I passed several months in the schools of Alexandria that I might accquaint myself with the accents and accidence of your tongue. It is for this that I am here to-day, and it is for this that I hope in a week to be among the palaces and the temples of earth's mistress."

The Indian then proceeded to explain the powers of the pieces and pawns, and loud were the expressions of praise and pleasure that escaped from the lips of his listeners. They declared that the fascinating dice, the complex *duodecim scripta* and the agreeable *ludus latrunculorum* were unworthy to be mentioned beside this new amusement, Growing comprehension increased their plaudits, and when every feature had been fully described, when they thoroughly understood the march of every officer and all the movements of the foot-soldiers, they longed to attempt its practice and taste its enjoyments. Under the guidance of their sage and zealous master they began. The delicious wines were forgotton; the couches of the triclinium were abandoned; the slaves stood unaddressed at their posts. Morning came, and noon, and those eager disciples still sat at the board, studying and enjoying the novel charms of the glorious Oriental pastime.

* * * * * * * * *

Suddenly burst upon ill-fated Pompeii that terrible misfortune of which, happily for the human race, history furnishes few examples. The beautiful city, the inhabitants who made it their home, and the strangers who sojourned within its walls, all perished. And Rome, and the Roman world remained, until their imperial power had passed away for ever, utterly ignorant of the unalloyed and unending delights of the Chaturanga.—*American Chess Monthly.*

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING

By M. C. F. DE JAENISCH.

(Continued from page 364.)

(e.) *

5. P. to Q. B. fourth

This premature advance, without becoming as fatal to Black as in *b*, must nevertheless compromise him. At once 6. Kt. to K. B. third —would give White a better ordered game, but his strongest attack is—

6. B. to Q. Kt. fifth (check) B. to Q. second

7. Kt. to K. B. fifth B. takes B.

Black could not play 7. Kt. takes P. because of 8. Q. to K. second.

To 7. Q. to Q. Kt. third White would equally reply with 8. Q. to K. second

threatening to bring the Q. Kt. to Q. fifth. For example 7. Q. to Q. Kt. third

8. Q to K. second P. to K. Kt. third 9. Kt. to Q. fifth Kt. takes Kt.

followed, either by 9. P. takes Kt. (dis. ch.) 10. B. to K. Kt. fifth

or by 9. Q. to Q. square 10. Kt. takes Kt. (check) K. to Q. square

or finally, by 9. B. takes B. 10. P. to Q. B. fourth 11.

to the injury of Black.

8. Kt. takes B. Q. to Q. R. fourth (check)

9. Kt. to Q. B. third Q. to Q. Kt. third

If Black at his 8th or 9th move had taken the K. P. with his Kt., White would still have played his Q. to K. second square.

10. Q. to K. second Q. Kt. to Q. second

11. Kt. to Q. fifth

White must make the same reply both to 10. P. to K. Kt. fourth and to 10. Kt. to Q. B. third.

* We must bear in mind that the moves anterior to the variations *e* and *f* (see page 159) are 1. P. to K. fourth P. to K. fourth 2. Kt. to K. B. third P. to Q. third 3. P. to Q. fourth Kt. to K. B. third 4. Kt. to Q. B. third P. takes Q. P. 5. Kt. takes P.

11. Kt. takes Kt.

11. Q. to Q. square would be followed by 12. B. to K. Kt fifth / P. to K. Kt. third

(12. P. to K. R. third 13. B. to K. R. fourth) Kt. takes Kt. (check) / Kt. takes Kt. 13.

14. P. to K. fifth. &c.

12. P. takes Kt. (dis. check) K. to Q. square

13. Castles

And Black has a bad game.

5. (*f*) P. to Q. fourth

6. P. takes P.

Such is the weakness of move 5 P. to Q. fourth that White has still another attack, at least as advantageous, 6. P. to K. fifth as 6. Kt. to K. Kt. fifth

7. P. to K. sixth / Kt. to K. B. third 8. P. takes P. (check) / K. takes P. 9. B. to K. Kt. fifth would then be very embarrassing for Black; he would not, indeed, have any better course of play than 6. Kt. to K. fifth 7. Kt. takes Kt. / P. takes Kt. 8. B. to K. third / B. to K. second

9. B. to Q. B. fourth / Castles 10. Castles which leaves him unable, conveniently and without peril, to disengage his forces on the Q's. side. For the only way to do this, 8. B. to Q. B. fourth adopted successfully in the analogous variation *d* I., becomes here inadmissible, on account of the decisive reply 9. P. to K. sixth

6. Kt. takes P.

7. K. Kt. to Q. Kt. fifth

The attack, 7. Q. to K. second (check) / B. to K. second 8. Kt. takes Kt. / Q. takes Kt. 9. Kt. to Q. Kt. fifth / Kt. to Q. R. third

10. B. to K. B. fourth / Q. to Q. B. fourth 11. Castles / Castles would be unavailing.

7. Q. to K. second (check)

The move 7. Kt. takes Q. Kt. followed by 8. Q. takes Q. (check) / K. takes Q.

9. Kt. takes Kt. / B. to Q. Kt. fifth 10. B. to Q. second / R. to K. square (check) 11. Kt. to K. second / B. takes B. (check)
12. K. takes B. &c., would be even more dangerous for Black.

8. B. to K. second	Kt. takes Kt.
9. Kt. takes Kt.	B. to K. third
10. Castles	Q. to Q. third
11. Kt. to Kt. fifth	Q. takes Q. (check)
12. R. takes Q.	Kt. to Q. R. third
13. B. to K. B. fourth	B. to K. second
14. Kt. to Q. fourth	

And Black, if he does not choose to lose a Pawn must resign himself to have one *doubled* and isolated.

(B)*

4. B. to K. Kt. fifth

This move, wrongly given in the books, instead of the correct move 4. Kt. to Q. B. third considerably weakens White's attack. In reality, after—

4. P. takes P.

White should renounce the re-capture of the Pawn, as in the variation (*a*), and that, under the penalty of yielding to Black, an excellent and rapid development of his forces. For, 5. Kt. takes P. would be followed either by 5. B. takes Kt. / P. to K. R. third 6. B. to K. R. fourth (6. P. to K. Kt. fourth would cost White a Pawn) 6. K. to Q. B. third / Q. takes B. 7. or 5. B. to K. second the correct move. In this latter case, 6. Kt to Q. B. third or 6. B. to Q. third would not save White's King's Pawn; so, in order not to derange his game by 6. P. to K. B. third / Q. to K. second or 6. Q. to Q. third White should resign himself to

* The opening moves which precede the variations B and C are: 1. P. to K. fourth / P. to K. fourth 2. Kt. to K. B. third. / P. to Q. third 3. P. to Q. fourth / Kt. to K. B. third.

6. B. takes Kt. / B. takes B. 7. Kt. to Q. B. third (If—7. P. to Q. B. third / P. to Q. B. third) 7. —— 7. —— 7. Castles 8. B. to Q. B. fourth / B. to K. second (If—7. —— 8. Kt. to Q. B. third 9. Kt. takes Kt. / B. takes Kt. (check, &c.) 8. —— 9. K. Kt. to K second / Kt. to Q. B. third B. to K. third permitting Black to obtain the move.

White's better alternative, then, will be—

5. Q. takes P.	B. to K. second
6. Kt. to Q. B. third	Castles
7. Castles	Kt. to Q. B. third

As in the III section of our principal game (June No. of the Magazine, page 78). Now, it has been already explained, that this kind of attack offers fewer opportunities than that of the variation A.

We may observe in conclusion, that Black would do ill to yield to the temptation of playing 4. P. to K. R. third, instead of taking the Q.'s Pawn. The correct ulterior moves would in that case be, 5. P. takes K. P. / P. takes B. 6. P. takes Kt. / Q. takes P. 7. Kt. to Q. B. third / P. to Q. B. third 8. Q. to Q. second / B. to K. second 9. Castles / B. to K. third 10. K. to Q. Kt. square / Kt. to Q. second (if 10. Q. to Q. third / Q. to B. fifth (check)) 11. Q. to K. third / Kt. to Kt. third 12. P. to Q. R. fourth, and Black is prevented from Castling on either side.

(C.)

4. P. takes P. Kt. takes P.

By exchanging these Pawns, White enables his opponent to renounce the close defence, which he should do only when the result is decisive. Here, so far from this being the case, the exchange only gives White a short-lived attack, very easily to be parried. On this account, authors, with the exception of Messrs. de Riviére and Morphy, scarcely mention it. These writers, on the contrary, think this line of play 4. P. takes P. / Kt. takes P. the most advantageous which White can at this

juncture adopt. Their remarks upon it (*Nouvelle Régence of* 1863, *page* 355) may, nevertheless, be reduced to 5. B. to Q. B. fourth / P. to Q. B. third 6. Castles 7. B. to Q. third after which, these authors declare White's game to be already superior to that of the adversary. Now, we cannot subscribe to this judgment, unless Black play here 7. B. to K second which would lead to 8. B. takes Kt. / P. takes B. 9. Q. takes Q. (check) / B. takes Q. 10. K. Kt. to Q. second when the Kt. could be moved to Q. B. fourth and to Q. sixth. It was this consideration alone, to all appearance, which induced Messrs. Morphy and de Riviére to pronounce the said opinion. But in reality the best defence to 7. B. to Q. third is not 7. B. to K. second but 7. Kt. to Q. B. fourth followed, for example, by 8. B. to K. third / B. to K. Kt. fifth or by 8. P. to K. R. third / B. to K second and we cannot then discover in the arrangement of Black's game any indication of inferiority.

Besides, the second player, after 5. B. to Q. B. fourth / P. to Q. B. third 6. Castles is not restricted to the move 6. P. to Q. fourth He may strengthen his defence by playing 6. B. to K. second followed by 7. P. takes P. / Kt. takes Q. P. or by 7. R. to K. square / P. to Q. fourth 8. B. to Q. third / Kt. to Q. B. fourth or by 7. Q. to K. second / P. to Q. fourth 8. R. to Q. square / B. to K. Kt. fifth or by 7. Q. to Q. fourth / P. to Q. fourth 8. P. to K. sixth / B. takes P. 9. Q. takes K. Kt. P. / B. to K. B. third or by 7. B. to Q. third / Kt. to Q. B. fourth 8. B. to K. third / Kt. takes B. 9. Q. takes Kt. / P. takes P. 10. Q. takes Q. (check / Kt. takes Q.) 10. Kt. takes P. / Q. takes Q. 11. Castles 10. B. takes Q. 11. B. to K. B. third 12. P. to K. B. fourth, correct move B. to K. third a combination which cannot in any way be to the advantage of White.

He, in fact, could only equalize the game by 6. Castles / B. to K. second 7. B. to K. third / P. to Q. fourth 8. B. to Q. third / Kt. to Q. B. fourth 9. B. takes Kt. / B. takes B. and still Black would have been at liberty to Castle at the 8th move. Let us add that White would have gained nothing by substituting 6. Castles for 6. B. to K. third / B. to Q. B. fourth for 5. / P. to Q. B. third 6. B. to K. third / P. to Q. fourth 7. B. to Q. third / Kt. to Q. B. fourth must certainly lead to an equal game.

In general, the move 5. B. to Q. B. fourth, adopted by Messrs. de Riviére and Morphy, appears to be a loss of time, for they themselves two moves later retired this Bishop to Q.'s third. It is better to play the Bishop to this square afterwards, and it is only not to neglect the consequences of this rectification, that I follow out the present analysis.

Indeed, the move 5. B. to K. third, which might be proposed, would not cause any embarrassment to Black. The game could still be continued by 5. P. to Q. fourth 6. B. to Q. third / Kt. to Q. B. fourth leading to 7. Castles / B. to K. Kt. fifth or 7. P. to K. R. third / B. to K. second

5. B. to Q. third — Kt. to Q. B. fourth

6. Castles

If 6. B. to K. third / P. to Q. fourth Black would re-enter by 6. into the combination examined just now, and which equalises the game very certainly.

6. — B. to K. second

Such is the weakness of White's attack in the present variation C, that Black could boldly take his K.'s Pawn. The natural result, 6. P. takes P. 7. B. to Q. Kt. fifth (check) / B. to Q. second 8. Kt. takes K. P. / B. takes B. 9. Q. takes Q. (check) / K. takes Q. 10. Kt. takes B. P. (check) / K. to K. square 11. Kt. takes R. / B. takes R. would then be fatal to White, and he would have no better course of action than

6 P. takes P. 7. Kt. takes P. Kt. takes B. followed by 8. Kt. takes Kt. B. to K. second or by 8. Q. takes Kt. Q. takes Q. 9. Kt. takes Q. B. to K. third 10 R. to K. square (if 10. B. to K. B. fourth 10. Kt. to Q. R. third), 10. Kt. to Q. B. third 11. Kt. to K. B. fourth Castles 12. Kt. takes B. P. takes Kt. 13. B. to K. third P. to K. fourth and the game is equal. The move 13. P. to Q. B. third, in place of 13. B. to K. third would be weak, because of 13. B. to Q. B. fourth, which in case of 14. P. to Q. R. fourth would be followed by 14. R. to K. B. square, and in case of 14. P. to Q. Kt. fourth would cause White to lose by 14. Kt. takes Q. Kt. P. 15. P. takes Kt. B. to Q. fifth, &c.

7. B. to K. third

To 7. B. to K. B. fourth or 7. R. to K. square, the reply would be 7. Castles, and to 7 P. takes Q. P. 7. Q. takes P.

7.	Kt. takes B.
8. Q. takes Kt.	P. takes P.
9. Kt. takes P.	

The move, 9. Q. to Q. Kt. fifth (check) would be bad play, because of 9. B. to Q. second 10. Q. takes K. P. (If—10. Q. takes Q. Kt. P. 10. B. to Q. B. third 11. Q. to Q. Kt. third B. takes Kt.) 10. Kt. to Q. B. third 11. Q. takes K. Kt. P. B. to K. B. third and 9. Q. takes Q. (check) B. takes Q. 10. Kt. takes P. leading to 10. Q. to K. B. third followed by 11. Kt. to Q. third B. to K. B. fourth or by 11. P. to K. B. fourth B. to K. third.

9.	Q. takes Q.
10. Kt. takes Q.	Castles.

This is more prudent than 10. B. to K. B. fourth which still permits to White the attack of 11. R. to K. square. After, 10. Castles the ulterior development of Black's forces will not be difficult. 11. R. to K. square leads to 11. B. to K. B. third 12. B. to K. B. fourth B. to K. B. fourth and to 11. Kt. to Q. B. third the response should be 11. B. to K. B. fourth followed, as best, by 12. B. to K. B. fourth B. takes Kt. 13. P. takes B. R. to Q. square 14. B. takes Q. B. P. R. takes Q. P. 15. Q. R. to Q. square R. takes R. 16. R. takes R. Kt. to Q. R. third 17. R. to Q. seventh R. to K. square, &c.

11. B. to K. B. fourth	B. to K. B. fourth
12. B. takes Q. B. P.	B. takes Kt.
13. P. takes B.	Kt. to Q. R. third
14. B. to Q. R. fifth.	

If White retreat the Bishop elsewhere, Black will play his Kt. at once to Q. Kt. fifth. The move of 14. R. to Q. B. square would be an error, because of 14. B. to K. B. third, and in reply to 14. R. to K. square Black could play 14. R. to K. square, followed by 15. B. to K. Kt. third Kt. to Q. Kt. fifth or by 15. B. to Q. R. fifth B. to Q. Kt. fifth 16. B. takes B. Kt. takes B. 17. Kt. to Q. B. third Kt. takes Q. P. &c.

14.	B. to Q. Kt. fifth
15. B. takes B.	Kt. takes B.
16. Kt. to Q. B. third	Kt. takes Q. P.

The game is equal. Black, at the same time, has regained the move.

(To be concluded in our next.)

GAMES.

The four following games were played in the Grand Tourney, at Paris, for the Emperor's Prize, and are taken, with the notes, from Messrs. De Riviére and Neümann's book of the Paris Congress.

Game XCVII.

Between M. le Baron d'André and Mr. Steinitz.

(Ruy Lopez Knight's Game.)

Black. (Baron d'Andre.)	*White.* (Mr. Steinitz.)
1. Kt. to K. B. third	Kt. to Q. B. third
["P. to Q. fourth or Kt. to K. B. third is equally good."]	
2. P. to K. fourth	P. to K. fourth
3. B. to Q. Kt. fifth	Kt. to K. B. third
4. Kt. to Q. B. third	
["This move is not a bad one; we find the same position in one of the games between Mr. Morphy and Mr. Paulsen."]	
4.	B. to Q. B. fourth
5. Castles	P. to Q. third
6. B. takes Kt. (check)	P. takes B.
7. P. to Q. third	B. to K. Kt. fifth
8. B. to K. third	B. to Q. Kt. third
9. Kt. to K. second	Q. to Q. second
10. Kt. to K. R. fourth	P. to K. Kt. fourth
["This seems premature."]	
11. B. takes P.	Kt. to K. R. fourth
12. B. to K. third	Q. to K. second
13. Kt. to K. B. fifth	B. takes Kt.
14. B. takes B.	
["Why not have taken the other Bishop with the K.'s Pawn?"]	
14.	B. takes K. P.
15. B. to K. third	B. to Q. fourth
16. P. to Q. B. fourth	B. to K. third
17. P. to K. B. fourth	P. to K. B. third
18. Kt. to Q. fourth	
["Baron d'André spoilt here a good game. By playing P. to K. B. fifth, he would certainly have got the better position."]	
18.	P. takes Kt.
19. Q. takes Kt. (check)	B. to K. B. second
20. Q. to K. B. third	Q. takes B. (check)
21. Q. takes Q.	P. takes Q.
22. Q. R. to K. square	K. to Q. second
23. R. takes P.	Q. R. to K. square
24. Q. R. to K. B. third	R. to K. seventh
25. K. R. to Q. Kt. square	R. to K. Kt. square
26. P. to K. Kt. third	B. to K. R. fourth

27. Q. R. to K. B. square	K. R. to K. square
28. P. to K. R. third	K. R. to K. sixth
29. P. to K. Kt. fourth	K. R. to Kt. sixth (check)
30. K. to R. square	K. R. takes P. (check)
31. K. to Kt. square	K. R. to K. R. seventh

And Black resigned.

Game XCVIII.

Between the Baron d'André and Mr. Kolisch.

(Irregular Opening)

White. (Baron d'André.)	*Black.* (Mr. Kolisch.)
1. Kt. to K. B. third	P. to K. third

["We consider this reply to be inferior to P. to Q. fourth, or Kt. to K. B. third, or Kt. to Q. B. third."]

2. P. to K. fourth	P. to Q. fourth
3 P. to Q. B. third	

["This move is weak: he ought to have taken the Pawn and then advanced his Pawn to Q. fourth."]

3.	P. takes P.
4. Q. to Q. R. fourth (check)	B. to Q. second.
5. Q. takes K. P.	B. to Q. B. third
6. Q. to K. third	

["Another error, because as now placed, the Queen retards the march of her Bishop. We should have played her at once to Q. B. second."]

6.	Kt. to K. B. third
7. Kt. to K. fifth	B. to Q. third
8. Kt. takes B.	Q. Kt. takes Kt.
9. B. to Q. Kt. fifth	Castles
10. P. to Q. fourth	

["White might have profited more by his opponent's feeble play: he ought to have captured the Kt., and then have moved Pawn to Q.'s third square."]

10.	Kt. to K. second.
11. B. to Q. third	R. to K. square
12. Castles	

["Instead of Castling, if the Queen had retired to K.'s second, we should have preferred White's position."]

12.	B. takes K. R. P. (check)
13. K. to R. square	B. to Q. third
14. P. to K. B. fourth	Kt. to K. Kt. third
15. Kt. to Q. R. third	Kt. to Q. fourth
16. Q. to K. B. third	Q. to K. R. fifth (check)
17. K. to Kt. square	Kt. to K. B. third
18. P. to K. Kt. third	Q. to K. R. sixth
19. B. to K. second	P. to K. R. fourth

20. Kt. to Q. B. fourth	Kt. to K. second
21. R. to B. second	

["White should have offered to exchange Queens."]

21.	Kt. to K. B. fourth
22. R. to K. Kt. second	P. to K. R. fifth
23. Kt. to K. fifth	P. takes P.
24. B. to Q. second	Kt. to K. R. fifth
25. Q. takes K. Kt. P.	Q. takes R. (check)
26. Q. takes Q.	Kt. takes Q.
27. K. takes Kt.	P. to K. Kt. third
28. R. to K. Kt. square	K. to Kt. second
29. Kt. to K. B. third	R. to K. R. square

["By opening this line of attack, Black finds an easy road to victory."]

30. P. to Q. B. fourth	Kt. to K. R. fourth
31. Kt. to K. fifth	P. to K. B. third
32. Kt. to Q. third	P. to Q. B. third
33. K. to B. third	K. to B. second
34. Kt. to K. B. second	Kt to Kt. second
35. Kt. to K. fourth	B. to K. second
36. B. to Q. B. third	Kt. to K. B. fourth
37. P. to Q. B. fifth	R. to K. R. sixth (check)
38. K. to B. second	R. to R. seventh (check)
39. K. to B. third	Q. R. to K. R. square
40. B. to K. B. square	Q. R. to Q. square.

And White abandoned the game.

Game XCIX.

Between Messrs. Neümann and d'Riviere.

(The Two Knights' Game.)

Black. (Mr. Neümann.)	*White.* (Mr. d'Rivière.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	Kt. to K. B. third
4. Kt. to K. Kt. fifth	P. to Q. fourth
5. P. takes P.	Kt. to Q. R. fourth
6. B. to Q. Kt. fifth (check)	P. to Q. B. third
7. P. takes P.	P. takes P.
8. B. to K. second	P. to K. R. third
9. Kt. to K. B. third	P. to K. fifth
10. Kt. to K. fifth	B. to Q. third

["The customary move here is Q. to Q. fifth, but the move in the text, followed by Q. to Q. B. second, gives the second player more compensation for the Pawn sacrificed."]

11. P. to Q. fourth	Q. to Q. B. second
12. P. to K. B. fourth	Castles

13. Castles	P. to Q. B. fourth
14. P. to Q. B. third	R. to Q. square
15. K. to R. square	B. to Q. Kt. second
16. Kt. to Q. R. third	P. to Q. R. third
17. Kt. to Q. B. fourth	Kt. takes Kt.
18. Kt. takes Kt.	P. takes P.
19. P. takes P.	B. to Q. B. fourth
20. B. to K. third	Kt. to Q. fourth

["A fault which loses the game. He should have played Q. to K. second."]

21. R. to Q. B. square	Kt. takes B.
22. Kt. takes Kt.	

And White resigns.

Game C.

Between Messrs. Kolisch and Neümann.

(Sicilian Opening.)

White. (Mr. Kolisch.)	*Black.* (Mr. Neümann.)
1. P. to K. fourth	P. to Q. B. fourth
2. B. to Q. B. fourth	

["The merit of this move belongs to Mr. Anderssen, who played at the Tournoi in London of 1861 [1851 ?], some beautiful games with this opening. Mr. Anderssen published, also, an analysis of the move in 1863."]

2.	P. to K. third
3. Q. to K. second	

["We think he would have done better in bringing out his Q. Kt."]

3.	Kt. to Q. B. third
4. Kt. to K. B. third	P. to Q. R. third
5. P. to Q. R. fourth	K. Kt. to K. second
6. Kt. to Q. B. third	Kt. to K. Kt. third
7. P. to Q. third	B. to K. second
8. Castles	Castles
9. Kt. to K. square	P. to K. B. fourth
10. P. to K. B. fourth	Kt. to Q. fifth
11. Q. to K. R. fifth	R. to Q. Kt square

["In this variation of the Sicilian Opening, White occupies a position in the centre of the board which serves to retard the advance of Black's Pawns."]

12. P. to Q. R. fifth	K. to R. square
13. B. to K. third	Kt. to Q. B. third
14. R. to K. B. third	Kt. to K. R. fifth
15. R. to K. R. third	P. takes K. P.
16. Kt. takes P.	

["If:—

16. P. to K. Kt. third, or	
P. takes P.	P. to Q. fourth."]

16.	P. to K. Kt. third
17. Q. to K. R. sixth	R. to K. B. second
18. R. takes Kt.	

["If:—

18. Kt. to K. Kt. fifth	B. takes Kt.
19. P. takes B.	Kt. to K. B. fourth
20. Q. takes Kt. P.	R. to Kt. second
21. Q. to K. B. sixth	Kt. takes B.
22. R. takes Kt.	Q. takes Q.
23. P. takes Q.	R. to K. B. second

And Black regains the Pawn, and has a position preferable to that of his adversary."]

18.	B. takes R.
19. Kt. to Q. sixth	R. to K. Kt. second
20. Kt. to K. B. third	B. to K. second
21. Kt. takes Q. B.	

["If White had taken the Q. B.'s Pawn with Bishop, he would have lost a Piece, because, if—

21. B. takes P.	Q. to K. B. square
22. Kt. takes Q. B.	B. takes B. (check)
23. P. to Q. fourth	R. takes Kt.

So the sacrifice of the exchange was not without a motive."]

21.	R. takes Kt.
22. B. to Q. second	B. to K. B. third
23. P. to K. Kt. fourth	P. to Q. fourth
24. B. to Q. R. second	Kt. to Q. fifth
25. Kt. takes Kt.	P. takes Kt.
26. B. to Q. Kt. third	P. to K. Kt. fourth
27. P. to K. B. fifth	P. to K. fourth
28. B. to Q. Kt. fourth	R. to Q. B. third
29. B. to Q. R. fourth	Q. R. to Q. B. second
30. R. to K. square	K. R. to K. B. second
31. R. to K. second	R. to Q. B. square
32. B. to Q. Kt. third	Q. to Q. second
33. B. to Q. second	R. to Q. square
34. B. takes K. Kt. P.	

["This mistake costs the game."]

34.	B. takes B.
35. Q. takes B.	Q. R. to K. Kt. square
36. Q. to K. R. fourth	Q. takes K. B. P.
37. Q. to K. square	Q. takes P. (check)
38. K. to R. square	Q. to K. B. sixth (check)

And White has no resource.

Game CI.

Our next five games were played in the contest still pending for the prizes given by the British Chess Association.

(French Game.)

Black. (Mr. Lord.)	*White.* (Mr. Blackburne.)
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. Kt. to Q. B. third	B. to Q. Kt. fifth
4. P. takes P.	

[M. de Jaenisch has shewn that to take the Pawn here is not advisable, because it liberates the adversary's Q.'s Bishop. The best move is to play K. B. to Q. third.]

4.	P. takes P.
5. B. to Q. third	Kt. to K. B. third
6 Kt. to K. B. third	Kt. to Q. B. third
7. Castles	Castles
8. P. to K. R. third	P. to K. R. third
9. Kt. to K. second	B. to Q. third
10. B. to K. B, fourth	B. takes B.
11. Kt. takes B.	Q. to Q. third
12. Kt. to K. second	R. to K. square
13. Kt. to Kt. third	Kt. to K. fifth
14. R. to K. square	P. to K. B. fourth
15. P. to Q. B. fourth	Kt. to K. second
16. P. takes P.	Kt. takes Kt.
17. P. takes Kt.	Q. takes K. Kt. P.
18. B. to Q. Kt. fifth	P. to B. fifth

[The position is very interesting hereabouts, and the play on both sides worthy of it.]

19. B. takes R.	B. takes P.
20. B. to B. seventh (check)	K. takes B.
21. R. takes Kt. (check)	K. takes R.
22. Q. to K. square (check)	K. to Q. third
23. Q. takes Q.	P. takes Q.
24. P. takes B.	K. takes P.
25. R. to K. square	R. to K. B. square
26. K. to Kt. second	R. to B. second
27. K. takes P.	P. to Q. Kt. third
28. R. to K. eighth	P. to Q. B. fourth
29. P. takes P	K. takes P.
30. K. to B. second	K. to Q. third
31. K. to K. third	R. to B. fourth
32. R. to K. Kt. eighth	R. to B. second
33. Kt. to Q. fourth	K. to K. fourth
34. R. to K. eighth (check)	K. to Q. fourth
35. R. to Q. eighth (check)	K. to K. fourth

36. Kt. to B. sixth (check)	K. to K. third
37. R. to Q. R. eighth	R. to Q. B. second
38. Kt. to Q. fourth (check)	

[Mr. Lord plays here with much judgement. If he had taken the Q. R. Pawn with his Knight, he would have lost a more valuable Pawn in return.]

38.	K. to K. B. third
39. R. to K. B. eighth (check)	K. to K. second
40. R. to B. second	P. to K. Kt. third
41. R. to Q. B. second	R. to Q. second
42. R. to B. sixth	K. to B. second
43. Kt. to K. B. third	R. to K. second (check)
44. K. to B. fourth	R. to K. seventh
45. Kt. to K. fifth (check)	K. to K. second
46. R. takes K. Kt. P.	R. takes Q. Kt. P.
47. R. takes R. P.	R. takes R. P.
48. Kt. to B. sixth (check)	K. to B. square
49. R. to R. seventh	P. to R. fourth
50. R. to Q. Kt. seventh	R. to Q. Kt. seventh
51. R. to Q. R. seventh	

[To the young player it will appear strange that Black did not now capture the Queen's Rook's Pawn with his Knight, seeing that White dared not take the Knight; but, in that case, White would have given check to the adverse King by moving Rook to Knight's fifth, and then have taken off the Knight safely.]

51.	R. to Q. R. seventh
52. P. to R. fourth	P. to R. fifth
53. P. to R. fifth	P. to R. sixth
54. K. to Kt. fifth	R. to K. Kt. seventh (check)
55. K. to R. sixth	R. to Q. seventh
56. R. to R. eighth (check)	K. to B. second
57. Kt. to K. fifth (check)	K. to K. third
58. Kt. to Q. B. fourth	R. to Q. B. seventh
59. Kt. takes R. P.	R. to Q. R. seventh
60. R. to Q. R. seventh	K. to B. third
61. Kt. to Kt. fifth	R. to Q. Kt. seventh
62. Kt. to B. seventh	K. to K. fourth
63. K. to R. seventh	R. to Q. seventh
64. P. to R. sixth	K. to B. fourth
65. Kt. to K. eighth	R. to Q. square
66. Kt. to Kt. seventh (check)	K. to B. third
67. R. to Q. Kt. seventh	R. to Q. B. square
68. R. takes P. (check)	K. to B. second
69. R. to Q. Kt. square	R. to B. third
70. R. to K. B. square (check)	K. to K. second
71. R to K. square (check)	K. to B. second
72. Kt. to K. sixth	

And Mr. Blackburne resigns.

Game CII.

Between Mr. Blackburne and Mr. T. Smith, the celebrated Problem composer.

French Game.

White. (Mr. Blackburne.)	*Black.* (Mr. Smith.)
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. Kt. to Q. B. third	B. to Q. Kt. fifth
4. B. to Q. third	P. takes P.
5. B. takes P.	Kt. to K. second
6. Kt. to K. second	Kt. to Q. fourth
7. Castles	Kt. takes Kt.
8. P. takes Kt.	B. to Q. third
9. P. to K. B. fourth	P. to K. B. fourth
10. B. to Q. third	Castles
11. Q. R. to Q. Kt. square	Q. Kt. to Q. second
12. P. to Q. B. fourth	P. to Q. B. third
13. Kt. to K. Kt. third	Kt. to K. B. third
14. R. to K. square	P. to Q. Kt. third
15. Q. to K. B. third	B. to Q. second
16. B. to Q. Kt. second	Q. to B. second
17. K. R. to K. B. square	

[This, or B. to Q. B. square, seems needful, but it retards the development of White's game considerably.]

17.	Q. R. to K. square
18. Q. R. to K. square	Q. B. to his square
19. P. to Q. fifth	B P. takes P.
20. B. takes Kt.	R. takes B.
21. P. takes P.	Q. R. to K. B. square
22. P. takes P.	R. takes P.
23. Q. to Q. fifth	Q. to B. fourth (check)
24. Q. takes Q.	B. takes Q. (check)
25. K. to R. square	R. to K. sixth
26. R. takes R.	B. takes R.
27. R. to B. third	B. to B. fourth
28. Kt. to K. second	R. to Q. square
29. B. to B. fourth (check)	K. to B. square
30. R. to Q. third	R. takes R.
31. P. takes R.	P. to K. Kt. third
32. P. to Q. fourth	B. to Q. third
33. P. to Kt. third	B. to Kt. second (check)
34. K. to Kt. square	K. to K. second
35. K. to B. second	B. to Q. Kt. fifth
36. Kt. to Q. B. square	B. to K. fifth
37. B. to Q. third	B. to Q. fourth
38. B. to Q. Kt. square	K. to K. third

39. Kt. to Q. third	B. to Q. third
40. Kt. to K. fifth	P. to Q. R. fourth
41. K. to K. second	B. to K. fifth
42. B. takes B.	P. takes B.
43. K. to K. third	K. to Q. fourth
44. Kt. to Q. seventh	P. to Q. Kt. fourth
45. Kt. to K. B sixth (check)	K. to Q. B. fifth
46. Kt. takes K. P.	B. to K. second
47. P. to K. Kt. fourth	P. to Q. R. fifth
48. P. to K. B. fifth	P. takes P.
49. P. takes P.	P. to Q. Kt. fifth
50. P. to K. B. sixth	B. to K. B. square
51. Kt. to Q. B. fifth	P. to Q. Kt. sixth
52. P. takes P. (check)	P. takes P.
53. Kt. takes P.	K. takes Kt.
54. K. to K. fourth	K. to Q. B. fifth
55. K. to K. fifth	P. to K. R. third
56. P. to K. R. third	P. to K. R. fourth
57. P. to K. R. fourth	B. to K. R. third

[This, it has been shown, was not so good a move as B. to Q. R. sixth. From the present point, indeed, we doubt if Mr. Smith could save the game against the best play.]

58. K. to K. fourth

[Here, P. to Q. fifth, appears to be the winning move; for instance:—

58. P. to Q. fifth	K. to B. fourth
59. P. to Q. sixth	K. to B. third
60. K. to K. sixth	B. to B. square
61. P. to Q. seventh	K. to B. second
62. K. to B. seventh	

And what can Black do?]

58.	B. to K. B. square
59. K. to K. fifth	B. to K. R. third
60. K. to K. fourth	B. to K. B. square
61. K. to K. fifth	B. to K. R. third
62. P. to Q. fifth	K. to Q. B. fourth
63. K. to K. sixth	K. B. to K. B. square

[Again White loses his way. He should have played P. to Q. sixth.]

64. K. to K. B. seventh	K. B. to Q. third
65. K. to K. Kt. sixth	K. takes P.
66. K. takes P.	K. to K. fourth
67. K. to K. Kt. sixth	B. to Q. B. fourth
68. P. to K. R. fifth	B. to B. square
69. P. to K. B. seventh	K. to K. third

Drawn Game.

Game CIII.

Between Mr. W. Hampton and Mr. Bird.

(King's Knight's Opening.)

(Mr. Hampton.)	*White.* (Mr. Bird.)
1. P. to K. fourth	P. to fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. P. to Q. B. third	P. to Q. fourth
4. B. to Q. Kt. fifth	P. takes P.
5. Kt. takes P.	B. to Q. second
6. Kt. takes B.	Q. takes Kt.
7. Q. to K. second	Castles
8. Castles	P. to K. B. fourth
9. R. to Q. square	B. to Q. third
10. P. to Q. fourth	P. takes P. (*en passant*)
11. R. takes P.	Kt. to K. B. third
12. Q. to K. B. third	K. R. to K. square
13. Q. to Q. square	Q. to K. third
14. Kt. to Q. second	

[Black played this opening very indifferently. He has, thus early, an utterly hopeless game.]

14.	Q. to K. fourth
15. R. takes B.	R. takes R.
16. B. to K. B. square	Kt. to K. Kt. fifth
17. P. to K. Kt. third	K. R. to Q. square
18. P. to K. R. third	Kt. to K. sixth
19. P. takes Kt.	Q. takes K. P. (check)
20. K. to R. square	R. takes Kt.
21. B. takes R.	R. takes B.
22. Q. to K. square	Q. takes Q.
23. R. takes Q.	R. takes P.
24. R. to K. second	R. takes R.
25. B. takes R.	K. to Q. second
26. K. to Kt. second	K. to Q. third
27. K. to B. third	P. to K. Kt. fourth
28. K. to K. third	K. to K. fourth
29. B. to K. B. third	Kt. to Q. square
30. K. to Q. third	P. to Q. B. third
31. P. to Q. R. fourth	Kt. to K. third
32. K. to Q. B. fourth	P. to Q. R. fourth
33. B. to K. second	P. to K. B. fifth
34. P. to K. Kt. fourth	K. to Q. third
35. B. to B. third	Kt. to Q. B. fourth
36. B. to Q. square	P. to K. R. fourth
37. K. to Q. fourth	P. to Q. Kt. fourth
38. P. takes Q. Kt. P.	Q. B. P. takes P.
39. P. to Q. B. fourth	P. to Q. Kt. fifth

40. B. to Q. B. second	P. to Q. R. fifth
41. B. to Kt. square	P. to Q. R. sixth

And Black resigns.

Game CIV.

Between the Rev. J. Owen and Mr. Wisker.

Irregular Opening.

White. (Mr. Owen.)	*Black.* (Mr. Wisker.)
1. P. to K. third	

[A very exceptionable move, because it obviously gives up the command of the centre to the second player.]

1.	P. to Q. fourth
2. P. to Q. Kt. third	

[The constant devotion to one particular opening speaks ill for the invention and enterprise of a player. Mr. Owen appears to have no care for any other *début* than this exceedingly torpid *Fianchetto*.]

2.	P. to Q. B. fourth
3. B. to Q. Kt. second	P. to Q. R. third
4. Kt. to K. B. third	Kt. to Q. B. third
5. P. to Q. fourth	P. takes P.
6. Kt. takes P.	Kt. to K. B. third
7. B. to K. second	P. to K. third
8. Kt. to Q. second	B. to Q. third
9. P. to K. B. fourth	Q. to Q. Kt. third
10. Castles	P. to K. fourth

[This is a melancholy miscalculation, and virtually costs the game.]

11. Kt. takes Kt.	P. takes Kt.
12. Kt. to Q. B. fourth	

[A move evidently unforeseen by Black when he advanced his King's Pawn.]

12.	P. takes Kt.
13. Q. takes B.	R. to Q. R. second
14. Q. takes K. P. (check)	R. to K. second
15. B. to Q. fourth	R. takes Q.
16. B. takes Q.	R. to K. fifth
17. B. takes P.	Castles
18. B. to Q. third	R. to K. third
19. P. to K. B. fifth	R. to K. fourth
20. B. to Q. fourth	R. to Q. fourth
21. P. to Q. B. fourth	Q. R. to Q. square
22. Q. R. to Q. square	K. R. to K. square
23. P. to K. R. third	Kt. to K. fifth
24. B. takes Kt.	K. R. takes B.
25. B. to Q. Kt. sixth	Q. R. to K square
26. Q. R. to Q. sixth	B. to Q. Kt. second
27. Q. R. to Q. seventh	K. R. to K. second

28. R. takes R.	R. takes R.
29. R. to Q. square	P. to K. R. third
30. R. to Q. eighth (check)	K. to K. R. second
31. R. to Q. Kt. eighth	P. to K. Kt. third
32 B. to Q. fourth	P. takes P.
33. R. to K. R. eighth (check)	

And Black resigns.

Game CV.

Between Messrs. Wormald and Wisker.

(*Ruy Lopez Knight's Opening.*)

White. (Mr. Wormald.)	*Black.* (Mr. Wisker.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. R. fourth	Kt. to K. B. third
5. P. to Q. fourth	P. takes P.
6. P. to K. fifth	Kt. to K. fifth
7. Castles	B. to K. second.
8. R. to K square.	Kt. to Q. B. fourth
9. B. takes Kt.	Q. P. takes B.
10. Kt. takes Q. P.	Castles
11. Kt. to Q. B. third	R. to K. square
12. B. to K. third	Kt. to K. third
13. Kt. takes Kt.	B. takes Kt.
14. Q. to K. second	P. to K. B. fourth
15. Q. R. to Q. square	

[White has now a manifest advantage in position.]

15.	Q. to Q. B. square
16. P. to Q. R. third	P. to Q. Kt. fourth

[Badly played.]

17. Q. to K. B. third	Q. to Q. Kt. second

[This is even worse than Black's preceding move, and enables his adversary to march on to victory without impediment.]

18. Kt. to K. second	P. to K. Kt. third
19. Kt. to K. B. fourth	B. to K. B. square
20. P. to K. R. fourth	B. to Q. B. square
21. Q. to K. Kt. third	B. to K. Kt. second
22. Kt. takes Kt. P.	

[Very well conceived.]

22.	P. takes Kt.
23. Q. takes P.	

And Black resigned.

For if—

23	B. to K. third (best)
24. B. to K. R. sixth wins.	

Game CVI.

Between Dr. Fraser and Mr. G. B. Fraser of Dundee.

(Evans-Gambit.)

White. (Dr. Fraser.)	*Black.* (Mr. Fraser.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. P. to Q. fourth	P. takes P.
7. P. takes P.	B. to Q. Kt. third
8. Castles	P. to Q. third
9. R. to K. square	

[This move, of modern introduction, deserves a great deal more attention than it has received.]

9.	Kt. to Q. R. fourth

[The move in the text appears to be safer than 9. B. to K. Kt. fifth. In the latter case, the following is a probable continuation :—

9.	B. to K. Kt. fifth
10. Q. to Q. R. fourth	B. to Q. second
11. Q. to Q. Kt. third	Kt. to Q. R. fourth
12. B. takes B. P. (check)	K. to B. square
13. Q. to Q. square	K. takes B.
14. Kt. to Kt. fifth (check)	K. to B. square
15. P. to K. fifth	Kt. to Q. B. third
16. P. to K. sixth	B. to K. square

If Black play 16. B. to Q. B. square, the reply is 17. P. to Q. fifth, 17. P. to K. seventh (check), and White wins the game.

17. P. to K. seventh (check) and wins.]

10. B. takes B. P. (check)	

[A move invented by Dr. Fraser, and which leads to many interesting combinations.]

10.	K. takes B.
11. Kt. to Kt. fifth (check)	K. to B. square
12. P. to K. fifth	Kt. to Q. B. third

[Mr. Fraser thinks this forms a perfectly safe defence.]

13. R. to K. fourth	

[An odd-looking move, but has he a better? Of course he can win a piece by checking with the Queen at K. B. third, but that would not be profitable to him as matters stand.]

13.	P. takes P.
14. P. to Q. fifth	Kt. to K. B. third
15. B. to Q. R. third (check)	K. to Kt. square

[A fault. The correct move is K. to K. square, for suppose—

15.	K. to K. square
16. Q. to K. B. third	Q. takes P.

17. Kt. to Q. B. third — Q. to Q. second
18. R. to Q. square — Q. to K. B. fourth

And Black must win.]

16. P. to Q. sixth — P. takes P.
17. B. takes P. — B. takes B. P. (check)
18. K. to R. square — Q. to Q. Kt. third
19. Kt. to Q. B. third — Kt. to Q. fifth
20. B. takes K. P. — Kt. takes R.
21. Q. Kt. takes Kt. — B. to K. sixth

[If—

21. — Kt. to K. third
22. Q. to K. R. fifth — P. to K. Kt. third
23. Q. to K. R. sixth

And wins.

[If—

21 — P. to K. R. third
22. Q. to K. R. fifth — P. takes Kt.
23. Q. to K. eighth (check) — K. to R. second
24. Kt. takes P. (check) — K. to R. third
25. Kt. to B. seventh (check) — K. to R. fourth
26. Kt. takes R. dis. check, &c.

22. R. to Q. Kt. square — B. to K. Kt. fifth
23. R. takes Q.

[The only move apparently to ensure a drawn game. If he had played Q. to K. B. square instead, we should have seen this conclusion:—

23. Q. to K. B. square — R. to K. B. square
24. Q. to Q. B. fourth (check) — B. to K. third
25. Q. to Q. third — R. to Q. B square

And Black wins.]

23. — B. takes Q.
24. R. takes Q. Kt. P. — B. takes Kt.

[Kt. to K. B. fourth would allow White to give a very pretty mate, thus:

24. — Kt. to K. B. fourth
25. R. takes P. (check) — Kt. takes R.

If the King moves, mate equally follows.

26. Kt. to K. B. sixth (check) — K. to B. square
27. B. mates.]

25. Kt. takes B. — R. to K. square

And the game was given up as drawn.

Game CVII.

The two following games were recently played between two of our chief players.

Evans-Gambit.

White. (Mr. Thorold.)	*Black.* (Mr. Wayte.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Q. Kt. P.

5. P. to Q. B. third	B. to Q. B. fourth
6. Castles	P. to Q. third
7. P. to Q. fourth	P. takes P.
8. P. takes P.	B. to Q. Kt. third
9. P. to Q. fifth	Kt. to Q. R. fourth
10. P. to K. fifth	Kt. to K. second
11. Kt. to Q. B. third	Castles
12. B. to Q. third	P. takes P.
13. Kt. takes P.	B. to K. B. fourth
14. R. to K. square	B. takes B.
15. Q. takes B.	Kt. to K. Kt. third
16. B. to Q. R. third	Kt. takes Kt.
17. R. takes Kt.	R. to K. square
18. Q. R. to K. square	R. takes R.
19. R. takes R.	Q. to K. R. fifth

[Q. to K. B. third is a much better move *e.g.*—

19. Q. to K. B. third
20. R. to K. B. fifth (best) Q. to Q. fifth

and liberates the imprisoned Knight.]

20. Q. to K. second	P. to K. R. third
21. Kt. to K. fourth	Q. to K. B. fifth

[A fatal loss of time; Black's Queen is now in danger of being entrapped.]

22. B. to Q. Kt. second	Q. to K. R. fifth
23. P. to K. Kt. third	Q. to Q. square
24. Q. to K. Kt. fourth	

[Threatening mate in two moves. White is now master of the situation, and finishes off the game in his usual excellent style.]

24.	Q. to K. B. square
25. Kt. to K. B. sixth (check)	K. to R. square
26. Kt. to K. R. fifth	P. to K. B. third
27. B. to Q. R. third	Q. to K. Kt. square
28. R. to K. seventh	

And Black resigns.

Game CVIII.

Evans-Gambit.

The first ten moves on each side are the same as in the preceding game.

White. (Mr. Thorold.)	*Black.* (Mr. Wayte.)
11. Kt. to Q. B. third	Kt. takes B.

[Better than Castling, as in the companion game.]

12. Q. to R. fourth (check)	Q. to Q. second

[If—

12. B. to Q. second
13. Q. takes Kt. Castles
14. B. to K. Kt. fifth

And Black's game is cramped.]

13. Q. takes Kt.	Castles
14. R. to K. square	P. takes P.
15. Kt. takes P.	Q. to K. B. fourth
16. B. to K. third	Kt. to K. Kt. third
17. Kt. takes Kt.	Q. takes Kt.
18. B. to K. B. fourth	B. to K. B. fourth
19. R. to K. seventh	

[He could not safely take the Q. B. P.]

19.	B. to Q. sixth
20. Q. to Q. Kt. fourth	P. to Q. R. fourth
21. Q. to Q. R. third	Q. to K. B. third
22. B. to K. Kt. third	Q. R. to Q. square
23. Q. R. to K. square	P. to K. R. third
24. P. to Q. sixth	

[A slip. If P. takes P., White obviously wins a piece by Kt. to Q. fifth; but he overlooked the fact that Black could safely take it with the Rook.]

24.	R. takes P.

[If this Rook is taken, Black gets a pretty mate in three moves, *e.g.*—

25. B. takes R.	Q. takes K. B. P. (check)
26. K. to R. square	B. to K. B. eighth

Mating next move, play as White may.]

25. P. to K. R. third	Q. R. to Q. square
26. Q. to Q. Kt. third	Q. to Q. B. third
27. Kt. to K. fourth	B. takes Kt.
28. Q. R. takes B.	B. to Q. B. fourth
29. R. to Q. B. fourth	Q. to Q. Kt. third

[By giving up one of his two extra Pawns, Black forces the exchange of Queens, frees his remaining Pieces, and is at once enabled to assume the offensive.]

30. Q. takes Q.	P. takes Q.
31. R. takes Q. Kt. P.	R to Q. eighth (check)
32. K. to R. second	K. R. to K. square
33. R. to K. Kt. fourth	K. R. to K. eighth
34. B. to K. R. fourth	P. to K. Kt. fourth
35. P. to Q. R. fourth	P. to K. B. fourth
36. R. to Q. B. fourth	P. takes B.
37. R. takes K. R. P.	B. takes K. B. P.
38. P. to K. Kt. third	R. to Q. seventh

And White cannot escape mate.

Game CIX.

Played in the Intercolonial Match by telegraph, between Melbourne and Adelaide.

(Irregular Opening.)

Black. (Mr. Hale, of Adelaide.)	*White.* (Mr. Burns, of Melbourne.)
1. P. to Q. B. fourth	P. to K. B. fourth
2. P. to K. third	

[This is hardly vigorous enough for a player who has the initiative in the opening.]

2.	P. to K. third
3. Kt. to Q. B. third	Kt. to K. B third
4. Kt to K. B. third	P. to Q. Kt. third
5. B. to K. second	

[P. to Q. fourth would have been more to the purpose.]

5.	B. to Q. Kt. second
6. Castles	B. to K. second
7. P. to Q. fourth	P. to Q. fourth
8. P. takes P.	P. takes P.
9. P. to Q. R. third	

[Mr. Hale, from timidity, plays evidently below his mark in this game. He takes no advantage, whatever, of his position to make an attack, and loses time in defending what is in no danger. Here he might have played Q. to Q. B. second, followed by Kt. to Q. Kt. fifth, if White guarded his K. B. P. with great effect.]

9.	Castles
10. Q. to B. second	Kt. to K. fifth
11. P. to Q. Kt. fourth	Kt. to Q. second
12. Kt. to Q. second	R. to K. B. third
13. P. to K. B. fourth	

[Kt. takes Kt., and then P. to K. B. third, for the purpose of breaking up White's centre, would have been far better play.]

13.	P. to Q. R. fourth
14. P. to Kt. fifth	P. to Q. B. fourth
15. Q. Kt. takes Kt.	B. P. takes Kt.
16. B. to Q. Kt. second.	P. to Q. B. fifth
17. B. to Q. B. third	

[It is suggested in the observations on the games in the Australian Papers that, Black's best course here was to sacrifice a piece for the centre Pawns,—

17. Kt. takes K. P.	P. takes Kt.
18. B. takes P. (check)	K. to R. square
19. P. to Q. fifth	R. to K. R. third
20. Q. takes K. P.,	

which would certainly have given Mr. Hale a good prospect of drawing the game.]

17.	R. to K. R. third
18. P. to K. Kt. third	Kt. to K. B. third

19. R. to K. B. second	Q. to Q. second
20. P. to Q. R. fourth	Q. to K. B. fourth
21. R. to Kt. second	Q. to K. R. sixth
22. Q. to Q. Kt. second	

[After what we have seen of the play in this *partie*, there is something peculiarly rich in learning from the *South Australian Register* that—"The game between Messrs. Hale and Burns attracted the lion's share of interest, the play of both gentlemen being very much admired, especially that of Mr. Burns, who fully sustained his reputation of being the head of Victorian Chess players."]

22.	R. to K. B. square
23. K. to B. second	B. to Q. B. square
24. Q. R. to K. Kt. square	B. to K. Kt. fifth
25. Kt. to K. B. square	B. to B. sixth
26. B. takes B.	P. takes B.

And Black resigned.

Game CX.

In the same match between Messrs. Ellis of Melbourne and Charlick of Adelaide.

(*Evans-Gambit.*)

White. (Mr. Charlick.)	*Black.* (Mr. Ellis.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt to Q. B. third
3. B. to Q. B. fourth	B. to Q. B. fourth
4. P. to Q. Kt. fourth	B. takes Kt. P.
5. P. to Q. B. third	B. to Q. B. fourth
6. P. to Q. fourth	P. takes P.
7. Castles	P. to Q. sixth
8. Q. takes P.	

[The *Adelaide Observer* remarks that, it would have been better for White if he had obeyed his first impulse and played—

8. Kt. to K. Kt. fifth	Kt. to K. R. third (best)
9. Kt. takes K. B. P.	Kt. takes Kt.
10. B. takes Kt. (check)	K. takes B.
11. Q. to R. fifth (check)	P. to Kt. third
12. Q. to Q. fifth (check)	K. to Kt. second
13. Q. takes B., &c.]	

8.	P. to Q. third
9. P. to K. fifth	P. to Q. fourth
10. B. takes P.	B. to K. third
11. P. to Q. B. fourth	Kt. to Q. Kt. fifth

12. Q. to Q. Kt. third	B. takes B.
13. R. to Q. square	P. to Q. B. third

[It was thought afterwards that Black might have taken the Q. B. P. at this point. For suppose—

13.	B. takes Q. B. P.
14. R. takes Q. (check)	R. takes R.
15. Q. to Q. B. third	R. to Q. sixth
16. Q. takes B. (best)	R. to Q. eighth (check)
17. Q. to K. B. square	R. takes Q. (check)
18. K. takes R.	Kt. to B. seventh
19. B. to Kt. second	Kt. takes R.

And Black wins the exchange.]

14. Kt. to Q. B. third	Kt. to K. second
15. P. takes B.	Q. Kt. takes P.
16. Kt. takes Kt.	Kt. takes Kt.
17. Q. takes P.	Q. to Q. B. square
18. Q. to Q. Kt. third	Castles
19. Q. to Q. B. second	B. to K. second
20. Kt. to Q. fourth	Kt. to Q. Kt. fifth
21. Q. to K. fourth	P. to K. B. fourth
22. Q. to K. second	K. R. to Q. square
23. B. to Q. Kt. second	R. to Q. Kt. square
24. P. to K. sixth	

[He would have improved his game more by giving check with the Queen at Q. B. fourth.]

24.	R. to Q. fourth
25. P. to K. R. fourth	

[Neither this nor White's next move is at all commendable.]

25.	R. to Q. Kt. third
26. P. to K. Kt. fourth	P. takes P.
27. Q. takes P.	Q. to K. B. square
28. B. to Q. B. third	P. to Q. B. fourth
29. Kt. to K. second	R. to K. B. fourth
30. Kt. to K. Kt. third	R. to K. B. sixth
31. B. to K. fifth	Kt. to Q. B. third
32. Q. to K. fourth	Kt. takes B.
33. Q. takes Kt.	K. R. to K. B. third
34. R. to K. square	K. R. takes K. P.
35. Q. to Q. fifth	Q. to K. B. second
36. Kt. to K. B. fifth	B. to K. B. square

[If he had taken the Rook, it would have cost him a piece, *e. g.*—

36.	R. takes R. (check)
37. R. takes R.	Q. takes Q.

38. Kt. takes B. (check), &c.]

37. Kt. to K. third	R. to Kt. seventh
38. R. to K. B. square	R. to Kt. third (check)
39. K. to R. second	Q. takes Q.
40. Kt. takes Q.	R. to K. Kt. fifth
41. K. to R. third	R. to Q. fifth
42. Kt. to K. third	R. to Q. R. fifth
43. P. to K. R. fifth	K. R. takes P.
44. Kt. to K. Kt. fourth	P. to Q. B. fifth
45. R. to K. Kt. square	R. to Kt. sixth (check)
46. K. to Kt. second	R takes R.
47. R. takes R.	B. to R. sixth
48. Kt. to K. third	P. to B. sixth
49. R. to R. second	B. to B. fourth
50. Kt. to Q. square	B. to Q. fifth
51. K. to B. square	R. to Q. Kt. seventh
52. Kt. takes P.	B. takes Kt.
53. R. takes P.	R. takes P. (check)
54. K. to Kt. square	B. to Q. fifth
55. R. to Q. seventh	R. to B. fifth (discovering check)
56. K. to Kt. second	B. to K. fourth
57. K. to R. third	B. to K. B. third
58. R. to Q. fifth	R. to K. fifth
59. R. to Q. Kt. fifth	R. to K. fourth

And White abandoned the game.

CHESS MATCH BETWEEN THE MELBOURNE AND CITY OF ADELAIDE CHESS CLUBS.

A record of this interesting contest which was played by means of Electric Telegraph in September last, has been published by the Committee of the Melbourne Club, and from this we take the following account of the preliminary details, and the Games in the Match. *

The Melbourne Chess Club having received and accepted a challenge from the City of Adelaide Chess Club to play a Match of seven games by means of the Electric Telegraph, the following conditions were mutually agreed to:—

1. That the number of players on each side be seven.

2. That each player play a separate game.

3. That the Boards be numbered 1 to 7, and that the players be arranged at the Boards by lot; the Adelaide player, who draws Board 1, playing against the Melbourne player drawing the same number, and so on.

4. That the Melbourne players, at Boards 1, 3, and 5, and the Adelaide players, at Boards 2, 4, and 6, have the first move, and that the move at Board 7 be drawn for by lot.

5. That no consultation or reference to books be allowed.

6. That the rules to be observed be the same as in play over the Board, as laid down in Staunton's Hand-Book; especially that in regard to "touch and move."

7. That no game be adjourned without the consent of both players, and any adjourned game shall be played out on the following evening, unless special arrangements be made at the time for its resumption; and if either player fail to keep the appointment made to resume such game, he shall forfeit it.

8. That in the event of a game being adjourned, no analysis or examination of such game be allowed till its resumption.

9. That in order to save expense the players should endeavour to finish the games at one sitting, and that each Club pay its own expenses.

10. That a representative of either Club be in the room of the other during the progress of the games.

The players on each side having, in accordance with these conditions,

*See Page 422 of the Present Number.

drawn for Boards, were found to be paired against one another in the following order:—

Boards.	Melbourne players.	Adelaide players.
No. 1	Mr. Goldsmith	Mr. Steele.
2	Mr. Sedgefield	Mr. Mann.
3	Mr. Tullidge	Mr. Scott.
4	Mr. Ellis	Mr. Charlick.
5	Mr. P. D. Phillips	Mr. Fullarton.
6	Mr. Burns	Mr. Hale.
7	Mr. M'Combe	Mr. Thwaites.

Mr. G. W. Rusden of Melbourne, and Mr. Ingleby of Adelaide, were appointed umpires. The Melbourne player won the first move at Board 7.

Play began at 8.50 on the evening of September the 21st, but owing to unavoidable interruptions, the last game was not finished till 6.30 a.m., of Tuesday the 29th. The result was then found to be, that Melbourne had scored 5 games; Adelaide 1; and that there was 1 drawn,

Solutions of Problems

In the January Number.

No. LVII.

White.	*Black.*
1. Kt. to Q. second	B. takes P.

[If Black take the Kt. with Q. B. Pawn, then follow 2. B. to K. fifth, double check, and mate next move. If he take with the King's Pawn, White plays B. to Q. second, taking Pawn, discovering check, and mates next move. If he move his King to Queen's Bishop's fourth, then 2. B. takes K. P. mate. If either R. take P., White plays 2. B. to K. fifth, double check, and mates next move.]

2. B. to K. fifth (double check)	K. takes B.

[If King to Q. B. fourth, then Q. mates.]

3. Kt. takes B., mate

No. LVIII.

1. K. to Q. Kt. square	P. to Q. fifth
2. B. to Q. B. square	P. to K. B. fifth
3. P. takes P.	K. takes Kt.

4. P. to K. B. fifth (dis. check) and mate

No. LIX.

1. Kt. from R. fourth to K. second	K. to K. B. third (A)
2. B. to R. fourth (check)	K. moves

3. Kt. to Q. B. fourth, mate

(A)

1.	P. takes P.
2. B. to R. fourth	Any move

3. Q. or Kt. mates

No. LX.

1. B. to Q. Kt. second	K. to Q. fourth (best)
2. Q. to Q. B. second	R. takes R.
3. Q. to K. square (check)	K. takes Q.

4. Kt. or B. mates

No. LXI.

1. Kt. to K. R. square	R. to Q. Kt. sixth (A)
2. Q. to K. B. square	R. takes Q.

[If Black play otherwise White takes Rook or Bishop.]

3. Kt. to K. B. second	Any move

4. R. or Kt. mates

(A)

1.	R. to K. B. fourth or (B)
2. R. to Q. B. seventh (check)	K. takes P.

3. R. to Q. Kt. seventh, and mate next move

(B)

1.	Q. to K. second
2. P. takes Q.	K. takes P.
3. P. to K. sixth (check)	Any move
4. Q. or R. mates	

No. LXII.

1. Kt. from Kt. second to Q. third	Kt. to Q. fifth (A)
2. Kt. to K. square (dis. check)	K. moves (best)
3. Kt. to Q. B. sixth (check)	Kt. takes Kt.
4. R. to Q. R. third	Any move
5. R. or Kt. mates	

(A)

1.	P. to Q. B. third
2. Kt. takes P.	B. to Q. Kt. square
3. Kt. to K. square	B. to K. fourth (check)
4. K. moves	Any move
5. Kt. mates	

CHALLENGE CUP TOURNEY OF THE BRITISH CHESS ASSOCIATION.

The following Table presents the score in this contest, up to the time of going to Press.

	De Vere	Wormald	Blackburne	Owen	Macdonnell	Lord	Bird	Wisker	Hampton	Cuthbertson	Skipworth	Won.	Lost.	Drawn
De Vere				1		1		1—	1	1	1	6	0	1
Wormald			0	1—				1	1	1	1	5	1	1
Blackburne		1		1	0	1		1—	1	1	1	7	1	1
Owen	0	0	0		1	1	0	1	1	1	1	6	4	0
Macdonnell			1	0		1		0	1	1	1	5	2	0
Lord	0		0	0	0		1		0	1	1	3	5	0
Bird				1		0		1—		1	1	4	1	1
Wisker	0—	0	0—	0	1		0—		0	1	1	3	6	3
Hampton	0	0	0	0	0	1		1			1	3	5	0
Cuthbertson	0	0	0	0	0	0			0			0	7	0
Skipworth	0	0	0	0	0	0	0	0				0	8	0

In this Formula, the sign 1, indicates a won game; 0, a lost game; and —, a drawn game.

Problem LXIII.—By Mr. S. Loyd.

(From "American Chess Nuts.")

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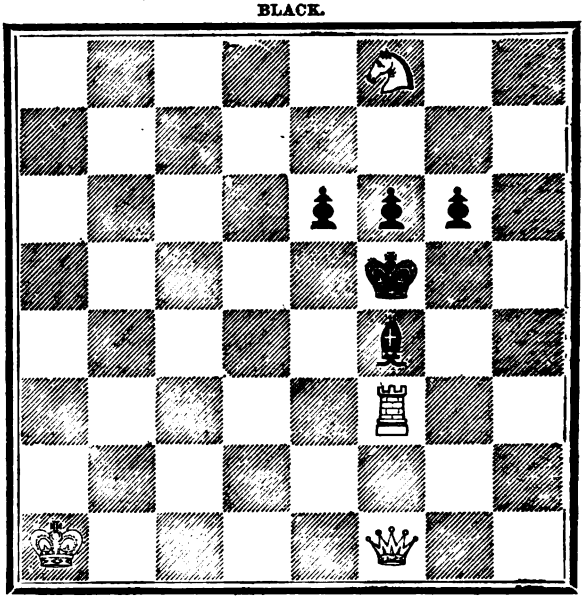

WHITE.

White to play and mate in three moves.

Problem LXIV.—By Mr. S. Loyd.

(From "American Chess Nuts.")

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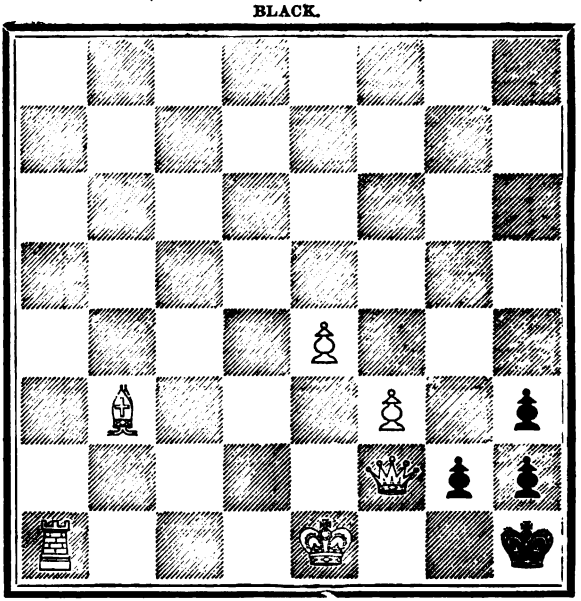

WHITE.

White to play and mate in three moves.

Problem LXV.—By Mr. E. B. Cook.

(From "American Chess Nuts.")

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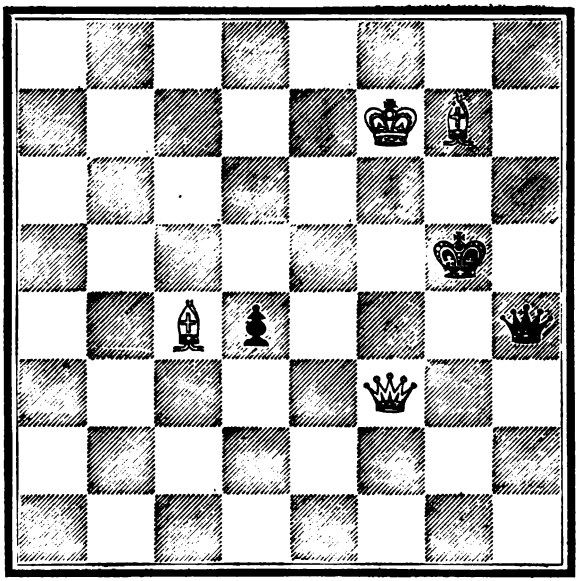

WHITE.

White to play and mate in three moves.

Problem LXVI.—By Mr. E. B. Cook.

(From "American Chess Nuts.")

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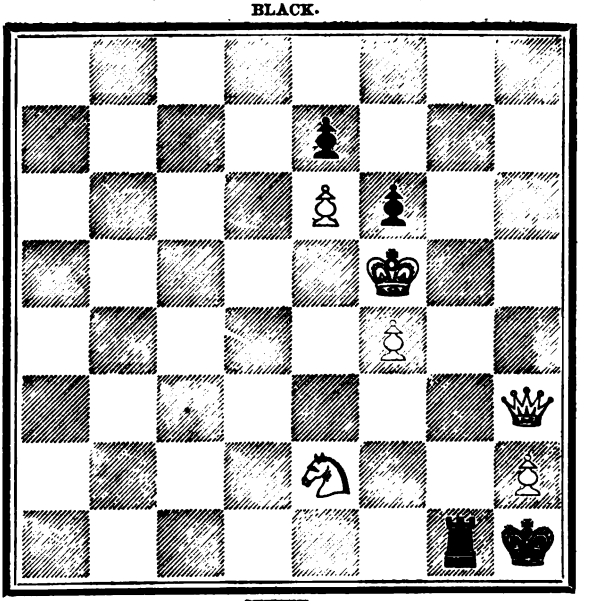


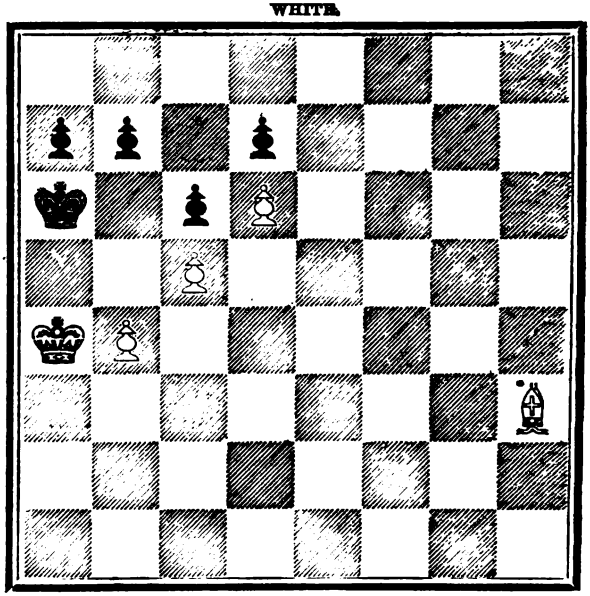
WHITE.

White to play and mate in three moves.

Problem LXVII.—By Mr. J. Planche.

(*La Stratégie.*)

WHITE.



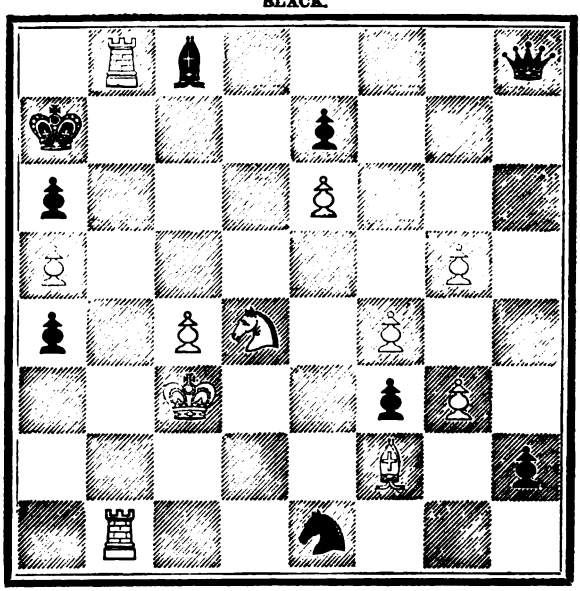
BLACK.

White to play and mate in four moves.

Problem LXVIII.—By X. Y. Z., of Aix-la-Chapelle.

(Competing Problem of the Paris Tourney.)

BLACK.



WHITE.

White to play and mate in four moves.

The Chess World.

A NEW ESSAY ON THE KING'S KNIGHT'S OPENING

By M. C. F. de JAENISCH.

(Concluded from page 405.)

White.	*Black.*
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	P. to Q. third
3. P. to Q. fourth	

(D.)

3. P. takes P.

A defence less vigorous than 3. Kt. to K. B. third. It will be seen that taking the Pawn with the Queen affords White a stronger and more prolonged attack than after 3. Kt. to K. B. third 4. Kt. to Q. B. third / P. takes P. as in the principal game (June No. of the *Chess World* for 1868, p. 74.) The move 3. P. takes P. permits besides the reply 4. B. to Q. B. fourth* of which we will dispose at once.

For 4. Kt. to K. B. third see (i.). 4. B. to Q. B. fourth admits two systems of defence almost equally good. The first is 4. B. to K. second which resolves the game into the variation E, to which we refer the reader, contenting ourselves with observing here that it is much more favorable to Black than A. The second system has been given by Messrs. de Riviére and Morphy, at p. 357 of the *Nouvelle Regence* of 1863, and consists of playing 4. Kt. to K. B. third, which does not allow

* We were the first to propose to amateurs this attack, analogous to that of the *Scotch Gambit*, though weaker; see *Le Palamède* of 1847, page 534, where may be found the defence 4. B. to K. second. But owing to the novelty of the thing, we could only then treat it very superficially. We propose, therefore, at this time, to supply the deficiencies of our former analysis.

White any stronger attack than 5. $\frac{\text{Kt. to K. Kt. fifth}}{\text{B. to K. third}}$ 6. $\frac{\text{B. takes B.}}{\text{P. takes B.}}$
7. $\frac{\text{Kt. takes K. P.}}{\text{Q. to K. second}}$ 8. $\frac{\text{Kt. takes Q. P.}}{\text{Q. takes K. P. (check)}}$ 9. $\frac{\text{Q. to K. second}}{\text{Q. takes Q. (check)}}$

The *exposé* of this combination, already cited in our observations on the 4th move of the principal game* would be sufficient to establish the defence of which it treats, if White, following the indications of its authors now played 10. $\frac{\text{Kt. takes Q.}}{\text{}}$. For Black would then reply by 10. $\frac{\text{}}{\text{Kt. to Q. B. third}}$ equalizing the games at least. But it is not evident what he would do in case of 10. $\frac{\text{K. takes Q.}}{\text{}}$, and we own that this question has embarrassed us for some time. It will not then be useless to remark that the only good reply for Black is 10. $\frac{\text{}}{\text{K. to Q. second}}$ followed either by 11. $\frac{\text{B. to K. Kt. fifth}}{\text{B. to K. second}}$ or 11. $\frac{\text{Kt. to Q. B third}}{\text{Kt. to Q. B. third}}$
12. $\frac{\text{Kt. takes Kt.}}{\text{Q. R. to K. square (ch.)}}$ 13. $\frac{\text{B. to K. third}}{\text{}}$ (If 13. $\frac{\text{Kt. to K. seventh}}{\text{}}$
13. $\frac{\text{}}{\text{R. takes Kt. (check)}}$) 13. $\frac{\text{}}{\text{K. takes Kt.}}$ 14. $\frac{\text{Q. R. to Q. square}}{\text{P. to Q. fourth, \&c.}}$

The conclusions of Messrs. De Riviére and Morphy being thus fully justified, we willingly acknowledge the superiority of their system of defence to the ancient one which starts from 4. $\frac{\text{}}{\text{B. to K. second}}$ and invalidates the advantage of the first move less promptly.

4. Q. takes P. (compare *i.*) B. to Q. second

* It is here reproduced by means of 3. $\frac{\text{P. to Q. fourth}}{\text{Kt. to K. B. third}}$ 4. $\frac{\text{B. to Q. B. fourth}}{\text{P. takes P.}}$
5. $\frac{\text{Kt. to K. Kt. fifth}}{\text{B. to K. third}}$. We may note here that 6. $\frac{\text{Kt. takes B.}}{\text{}}$ (instead of
6. $\frac{\text{B. takes B.}}{\text{}}$) 6. $\frac{\text{}}{\text{P. takes Kt.}}$ 7. $\frac{\text{B. takes P.}}{\text{Q. to K. second}}$
8. $\frac{\text{B. to Q. B. eighth}}{\text{Q. takes P. (check)}}$ 9. $\frac{\text{Q. to K. second}}{\text{Q. takes Q. (check)}}$ 10. $\frac{\text{K. takes Q.}}{\text{Q. Kt. to Q. second}}$
11. $\frac{\text{B. takes Q. Kt. P.}}{\text{R. to Q. Kt. square}}$ would win time for Black, the inevitable consequence of the *sortie* of White's King's Bishop at the fourth move.

A move rightly prefered to 4. Kt. to Q. B. third and 4. Kt. to K. B. third (See variations *g* and *h*), but imperfectly analyzed in the books. Mr. Morphy praises 4. B. to K. third which results by 5. Kt. to Q. B. third P. to Q. R. third 6. B. to K. third Kt. to Q. B. third 7. Q. to Q. second Kt. to K. B. third, &c., in the form of the present opening, the most favorable to Black; but White can frustrate this project by 5. B. to K. Kt. fifth Q. to Q. second 6. Q. Kt. to Q. second Kt. to Q. B. third 7. Q. to Q. B. third P. to K. B. third

(If 7. P. to Q. fourth 8. P. takes P. B. takes P. 9. Castles)

8. B. to K. R. fourth Kt. to K. fourth (If 8. Castles or 8. B. to K. second 9. B. to Q. Kt. fifth)

9. Kt. to Q. fourth Castles 10. P. to K. B. fourth Kt. to K. Kt. fifth 11. B. to K. second which gives White the advantage. The move 8. P. to Q. R. third, to prepare for Castling on the Q.'s side, would, indeed, be better play than 8. Kt. to K. fourth, but the advance of White's Pawns on the Q.'s side would then become very dangerous to Black..

We cannot, therefore, approve of Mr. Morphy's conception, although we render full justice to its ingenious character.

5. B. to K. Kt. fifth

White could also play 5. B. to K. B. fourth Kt. to Q. B. third 6. Q. to Q. second B. to K. second 7. Kt. to Q. B. third Kt. to K. B. third 8. Castles Castles 9. B. to Q. third P. to Q. R. third. The situation would then be the same as that of the principal game after the 9th move (see June No., page 78), excepting that Black's Q.'s Bishop will be found there well posted at K.'s third, while it would be deprived of all freedom at the Q.'s second square, which it here occupies. This is equivalent, for White, to the gain of a move, and proves at once the inferiority of the defence 3. P. takes P. to 3. Kt. to K. B. third, commonly adopted.

5. Kt. to Q. B. third, *coup juste*.

The move 5. P. to K. B. third merits no consideration. Let us add,

that Messrs. Morphy and de Riviére appear to err, in supposing that the game would be equalized by 5. $\frac{\text{Kt. to K. B. third}}{\text{———}}$ 6. $\frac{\text{B. takes Kt.}}{\text{Q. takes B.}}$ 7. $\frac{\text{Q. takes Q.}}{\text{P. takes Q.}}$ 8. $\frac{\text{Kt. to Q. B. third}}{\text{P. to Q. B. third.}}$ For after 9. $\frac{\text{Castles}}{\text{———}}$ White's game would be evidently superior.

To prove this, we need only examine the continuation:—

9. $\frac{\text{———}}{\text{P. to K. B. fourth}}$ 10. $\frac{\text{Kt. to K. R. fourth}}{\text{———}}$ (the same reply to

9. $\frac{\text{———}}{\text{R. to K. Kt. square}}$) 10. $\frac{\text{———}}{\text{P. takes K. P.}}$ 11. $\frac{\text{Kt. takes P.}}{\text{P. to Q. fourth}}$

12. $\frac{\text{Kt. to B. sixth (check)}}{\text{K. to Q. square.}}$ (If 12. $\frac{\text{———}}{\text{K. to K. second}}$ 13. $\frac{\text{Kt. takes B.}}{\text{Kt. takes Kt.}}$

14. $\frac{\text{B. to Q. third}}{\text{———}}$) 13. $\frac{\text{P. to Q. B. fourth}}{\text{B. to K. second}}$ 14. $\frac{\text{Kt. takes Q. B.}}{\text{Kt. takes Kt.}}$

15. $\frac{\text{Kt. to K. B. fifth}}{\text{———}}$ &c.

The customary move 5. $\frac{\text{———}}{\text{Kt. to K. B. third}}$ has also the defect of provoking the attack 6. $\frac{\text{P. to K. fifth}}{\text{———}}$ and though the most vigorous defence possible would then be 6. $\frac{\text{———}}{\text{Kt. to Q. B. third}}$ 7. $\frac{\text{Q. to K. third}}{\text{P. takes P.}}$

8. $\frac{\text{Kt. takes P.}}{\text{Q. to K. second}}$ 9. $\frac{\text{B. takes Kt.}}{\text{P. takes B.}}$ 10. $\frac{\text{Kt. takes B.}}{\text{Q. takes Q. (check)}}$ 11. $\frac{\text{P. takes Q.}}{\text{K. takes Kt.}}$

12. $\frac{\text{Kt. to Q. B. third}}{\text{———}}$, to prepare for Castling on the Queen's side, it would not prevent White from having the better developed game.

6. B. takes Q.

Such is sometimes the value of "a time" in Chess, that here in case of 6. $\frac{\text{Q. to Q. B. third}}{\text{———}}$ 6. $\frac{\text{———}}{\text{Kt. to K. B. third}}$ 7. $\frac{\text{B. takes Kt.}}{\text{Q. takes B.}}$

8. $\frac{\text{Q. takes Q.}}{\text{P. takes Q.}}$ 9. $\frac{\text{Kt. to Q. B. third}}{\text{Castles}}$ 10. $\frac{\text{B. to Q. third}}{\text{———}}$ (If

10. $\frac{\text{Kt. to K. R. fourth}}{\text{———}}$ 10. $\frac{\text{———}}{\text{P. to K. B. fourth)}}$ 10. $\frac{\text{———}}{\text{B. to K. Kt. second}}$

would give at once to Black a good game. He would equally obtain it

by 6. $\frac{\text{Q. to K. third}}{\text{B. to K. second}}$ 7. $\frac{\text{B. takes B.}}{\text{Q takes B.}}$ 8. $\frac{\text{Kt. to Q. B. third:}}{\text{Kt. to K. B. third.}}$ White would, indeed, do better after having played 6. $\frac{\text{Q. to Q. B. third}}{\text{Kt. to K. B. third}}$ to continue thus:—7. $\frac{\text{Q. Kt. to Q. second}}{\text{B. to K. second}}$ 8. $\frac{\text{B. to Q third}}{\quad}$ (8. $\frac{\text{Castling}}{\quad}$ would be weak, on account of 8. $\frac{\quad}{\text{Castles}}$ 9. $\frac{\text{P. to K. R. third (best)}}{\text{P. to K. R. third}}$ 10. $\frac{\text{B. to K. third}}{\text{Kt. to K. R. second}}$ 11. $\frac{\text{B. to Q. third}}{\text{B. to K. B. third)}}$ 8. $\frac{\quad}{\text{Castles}}$ 9. $\frac{\text{Castles}}{\text{P. to K. R. third}}$ 10. $\frac{\text{B. to K. R. fourth}}{\quad}$ But Black, avoiding then the combinations 10. $\frac{\quad}{\text{P. to Q. fourth}}$ 11. $\frac{\text{P. to K. fifth}}{\quad}$ and 10. $\frac{\quad}{\text{Kt. to K. R. second}}$ 11. $\frac{\text{B. takes B.}}{\text{Q. takes B.}}$ 12. $\frac{\text{R. to K. square}}{\text{Q. to K. B. third}}$ 13. $\frac{\text{P. to K. fifth}}{\quad}$ which tend to his disadvantage, would play 10. $\frac{\quad}{\text{P. to Q. R. third}}$ 11. $\frac{\text{R. to K. square, or P. to K. R. third}}{\text{B. to K. third}}$ and could afterwards, without danger, develope his game by advancing the Queen's Pawn.

6. Kt. takes Q.

7. Kt. takes Kt.

Although contrary to the accepted rules, the capture of White's Bishop by the King, instead of with the Rook, is the safer play.

I.

7. K. takes B.

8. B. to Q. B. fourth

To 8. $\frac{\text{Kt. to Q. B. third}}{\quad}$ the reply is 8. $\frac{\quad}{\text{B. to K. second}}$, followed either by 9. $\frac{\text{B. to Q. B. fourth}}{\text{Kt. to K. R. third}}$ as below, or by 9. $\frac{\text{Kt. to Q. fifth}}{\text{Kt. to K. B. third}}$ 10. $\frac{\text{Kt. takes B.}}{\text{K. takes B.}}$ 11. $\frac{\text{B. to Q. third}}{\text{K. R. to K. square}}$ 12. $\frac{\text{Castles}}{\text{K. to B. square}}$, and the game is nearly equal.

8.		Kt. to K. R. third
9.	Kt. to Q. B. third	B. to K. second
10.	Kt. to Q. fifth	R. to K. square
11.	Castles (King's side)	P. to Q. B. third
12.	Kt. takes B.	R. takes Kt.
13.	K. R. to K. square	K. to Q. B. second.

Black attains thus a well ordered game, though still confined to purely defensive strategy.

II.

7.		R. takes B.

The move does not cause Black loss, but it subjects him to many attacks, as we shall see:—

8.	Kt. to Q. B. third	Kt. to K. B. third

White's two best ways of playing at the 9th move are B. to Q. B. fourth and Castles, which we will proceed to examine.*

FIRST ATTACK.

9.	B. to Q. B. fourth	B. to K. second
10.	Castles (Queen's side)	

The move 10. Castles K. side followed by 10. Castles 11. P. to K. B. fourth would be bad play on White's part. Black would reply to it, for the best, by 11. P. to Q. B. third threatening to exchange with advantage his Kt. for White's Bishop by 12. Kt. takes K. P., and as White has no safer mode of hindering this than by playing 12. Q. R. to K. square, the continuation 12. P. to Q. fourth 13. P. takes P. B. to Q. B. fourth 14. Kt. to K. second B. to K. Kt. fifth 15. K. to R. square Kt. takes Q. P. would afford Black a very fine development.

To 12. P. to K. fifth he could reply, even more successfully, by 12. P. takes P. 13. P. takes P. and to 12. B. to Q. third B. to Q. B. fourth

* The necessity for completing this valuable Essay in the present volume, compels us to omit a few subordinate variations. The reader desirous of seeing these, will find them in *La Strategie*, the French Chess Magazine, edited by M. Prati.

as well as to 12. P. to K. R. third ——— by 12. P. to Q. fourth ——— though in the latter case, he can, with equal advantage, play 12. Kt. takes P. ———

Once decided to Castle on the K.'s side, the better way, after 10. Castles, K. side ——— to avoid the embarrassment we have just shown, will be to play 11. Castles, K. side ———; but then 11. K. to R. square ——— 12. P. to Q. B. fourth ——— (to prevent 12. Kt. to K. B. third ——— which would be followed by 13. B. takes B. ——— 14. Kt. to K. Kt. fifth ———) 12. B. takes B. ——— 13. Q. R. to K. square ——— 14. B. to Q. fifth ——— followed by 15. P. takes B. ——— or by 15. Kt. takes B. ——— 16. P. takes Kt. ——— will conduct to an equal end-game. We may observe finally that 10. P. to K. R. third ——— 11. Castles ——— 12. Castles Q. side ——— would not prevent Black, after 13. P. to K. B. fourth ——— from unmasking his batteries by 13. B. to Q. Kt. third ——— or 13. K. to Kt. square ——— 13. Kt. to K. R. fourth ———. Now, 13. P. to K. B. fourth ———, or one of the two other moves pointed out, is needful on White's part to interdict 13. Kt. takes P. ———. Thus, for example, 13. P. to K. Kt. fourth ——— would cause to White the loss of the game if he continued by 14. Kt. takes K. P. ——— 15. R. takes Kt. ——— 16. B. takes P. ——— and prematurely equalize it if he played 14. Kt. takes Q. P. ——— 15. B. takes K. B. P. (check) ——— 16. Kt. takes Kt. ———.

10. P. to Q. fourth — Kt. to K. Kt. fifth

We prefer this move to 10. Castles ———, to which White would reply by

11. $\frac{\text{K. R. to K. square}}{\text{———————}}$, and that, after 11. $\frac{\text{———————}}{\text{P. to Q. B. third}}$
12. $\frac{\text{P. to K. B. fourth}}{\text{———————}}$ or 11. $\frac{\text{———————}}{\text{Kt. to K. Kt. fifth}}$ 12. $\frac{\text{Kt. to Q. fifth}}{\text{B. to K. B. third}}$
13. $\frac{\text{Kt. takes B. (check)}}{\text{Kt. takes Kt.}}$ 14. $\frac{\text{P. to K. B. fourth}}{\text{K. R. to K. square}}$ 15. $\frac{\text{P. to K. fifth}}{\text{P. takes P.}}$
16. $\frac{\text{P. takes P.}}{\text{Kt. to K. R. fourth}}$, or, 11. $\frac{\text{———————}}{\text{P. to Q. B. fourth (best)}}$
12. $\frac{\text{K. Kt. to K. second}}{\text{———————}}$ (or White can play 12. $\frac{\text{Kt. to K. B. third}}{\text{———————}}$)
12. $\frac{\text{———————}}{\text{B. to K. third}}$ 13. $\frac{\text{Kt. to Q. fifth}}{\text{B. takes Kt.}}$ 14. $\frac{\text{B. takes B.}}{\text{Kt. to K. Kt. fifth}}$
15. $\frac{\text{P. to K. B. third}}{\text{Kt. to K. sixth}}$ 16. $\frac{\text{R. to Q. third}}{\text{Kt. takes Kt. P}}$ 17. $\frac{\text{R. to K. Kt. square}}{\text{Kt. to K. R. fifth}}$
18. $\frac{\text{B. takes Q. Kt. P.}}{\text{———————}}$ assures to White the advantage in postiion.

11. Kt to Q. fifth (best) B. to K. Kt. fourth (check)

The move 11. $\frac{\text{———————}}{\text{Kt. takes K. B. P.}}$ would cost Black the game. We leave to the reader the study of this curious combination, only adding that 11. $\frac{\text{———————}}{\text{P. to Q. B. third}}$ followed by 12. $\frac{\text{Kt. takes B.}}{\text{K. takes Kt.}}$ 13. $\frac{\text{R. to Q. second}}{\text{B. to K. third}}$
14. $\frac{\text{B. to Q. third}}{\text{———————}}$ would give White the better disposed game.

12. P. to K. B. fourth

12. $\frac{\text{K. to Kt. square}}{\text{———————}}$ would be very feeble play. Black would reply by 12. $\frac{\text{———————}}{\text{Castles K.'s side}}$, and White could neither take his Q. B.'s Pawn, without losing a Piece, nor advance 13. $\frac{\text{P. to K. B. fourth}}{\text{———————}}$ without losing the exchange, on account of 13. $\frac{\text{———————}}{\text{P. to Q. B. third}}$ 14. $\frac{\text{P. takes B.}}{\text{P. takes Kt.}}$
15. $\frac{\text{P. takes P.}}{\text{Kt. to K. B. seventh}}$.

12 P. to Q. B. third

13. P. takes B.

The combination:—13. $\frac{\text{Kt. to B. seventh (check)}}{\text{K. to K. second}}$ 14. $\frac{\text{P. takes B.}}{\text{Kt. to K. sixth}}$

15. B. to Q. Kt. third (If 15. Kt. to Q. fifth (check) 15. P. takes Kt.)
16. B. takes Q. P. Kt. takes Q. R. 15. Kt. takes Q. R. 16. K. takes Kt. R. to Q. B. square
17. R. to K. B. square R. to K. B. square 18. Kt. to Q. fifth (check) P. takes Kt. 19. B. takes P. R. to Q. B. second

would leave Black with a superiority of force.

13.	P. takes Kt.
14. B. takes P.	Kt. to B. seventh
15. B. takes K. B. P. (check)	K. to K. second
16. K. R. to K. B. square	Kt. takes R.
17. K. takes Kt.	K. R. to B. square
18. B. to Q. B. fourth	R. takes R. (check)
19. B. takes R.	B. to Q. B. third
20. Kt. to K. B. fifth (check)	K. to B. square

And Black is sure to draw this end-game; for he retains, in a very good position, a Rook against a Knight and two Pawns.

Second Attack.

9. Castles B. to K. second

The move 9. Kt. to K. Kt. fifth followed by 10. R. to Q. second B. to K. second

11. P. to K. R. third Kt. to K. B. third would lose Black precious time.

10. P. to K. R. third

We have previously seen the consequences of 10. B. to Q. B. fourth

If 10. B. to Q. third 10. Kt. to K. Kt. fifth 11. Q. R. to K. B. square B. to K. B. third

leading to 12. K. Kt. to K. second B. takes Q. Kt. 13. Kt. takes B. Castles or 12. K. Kt. to Q. Kt. fifth B. takes K. Kt.

13. Kt. takes B. P. to Q. B. third 14. P. to K. R. third Kt. to K. fourth Black would secure a good

defence; and, even a winning position, in case of 10. B. to Q. third Kt. to Kt. fifth

11. Kt. to Q. fifth / Kt. takes B. P. 12. Kt. takes B. P., check / K. to B. square 13. K. R. to B. square

If 13. Q. R. to K. B. square 13. Kt. takes B. (check) 14. P. takes Kt. / R. to Q. B sq.)

13. B. to Kt. fourth (check) 14. K. to Kt. square (14. R. to Q. second would provoke 14. Kt. takes B. (check) 15. P. takes Kt. / R. to Q. B. square) 14. B. to K. sixth

15. B. to Q. B. fourth / R. to Q. B. square, &c.

Let us add that 12. K. R. to B. square (instead of 12. Kt. to Q. B. seventh (ch.))

12. B. to Kt. fourth (check) 13. K. to Kt. square / Kt. takes Q. R. 14. Kt. takes P. (check) / K. to K. second

15. K. Kt. to Q. fifth (check) / K. to B. square 16. K. Kt. to Q. B. seventh / Kt. to K. sixth would not enable White to avoid the loss of the exchange.

If White substitute 10. P. to K. R. third by the analogous precautionary move, 10. B. to K. second Black easily defends himself with 10. Castles

11. P. to K. B. fourth / P. to Q. B. fourth 12. Kt. to K. B. third / B. to Q. B. third 13. B. to Q. third / Kt. to K. Kt. fifth (same reply to 13. P. to K. fifth) 14. R. to Q. second / B. to K. B. third, White, it is true would, by playing 11. B. to K. B. third, prevent 11. P. to Q. B. fourth, since in that case, 12. Kt. to K. B. fifth / B. takes Kt. 13. P. takes B. / R. to Q. second 14. P. to K. Kt. fourth &c., would give the advantage to the first player.

But 11. B. to K. B. third / P. to Q. B. third followed by 12. P. to K. R. third / P. to K. R. third 13. P. to K. Kt. fourth / Kt. to K. R. second 14. P. to K. R. fourth / B. to K. B. third 15. K. Kt. to K. second / B. to K. fourth or if 12. K. R. to K. square / K. R. to K. square 13. P. to K. fifth (if 13. P. to K. R. third

13. P. to K. R. third 14. P. to K. Kt. fourth / Kt. to K. R. second &c.), 13. P. takes P. 14. R. takes P. / B. to Q. third, would preserve Black from all embarrasment.

We may add that 10. K. Kt. to Q. Kt. fifth / B. takes Kt. 11. Kt. takes B. eading either to 11. P. to Q. B. third 12. Kt. to B. seventh (check) / K. to Q. second or to 11. R. to Q second 12. Kt. takes Q. R. P. / Castles, or Kt. takes P. would be very bad play on White's part.

10. Castles

11. B. to Q. third

For the result of 11. B. to Q. B. fourth / P. to Q. B. third, see the analysis of the first attack, where the same situation has already been examined.

11. P. to Q. B. fourth

The move 11. Kt. to K. R. fourth 12. Q. Kt. to Q. fifth / B. to K. B. third 13. B. to K. second would cost Black a Pawn, and 11. P. to Q. B. third 12. P. to K. Kt. fourth / P. to K. R. third 13. P. to K. B. fourth / Kt. to K. R. second 14. Kt. to K. B. third / K. R. to K. square 15. K. R. to K. square would yield White a fine game.

12. K. Kt. to K. second B. to Q. B. third

13. Kt. to K. B. fourth

The move 13. P. to K. B. fourth would furnish Black with an opportunity of opening his game by 13. P. to Q. fourth 14. P. to K. fifth / Kt. to Q. second. If 13. Q. Kt. to Q. fifth / B. takes Kt. 14. P. takes B. the game could be continued either by 14. Kt. to Q. second or by 14. P. to K. R. third 15. P. to Q. B. fourth / Kt. to Q. second and White would have but a slight advan-

tage. But Black in case of 13. Q. Kt. to Q. fifth would do still better by playing 13. Kt. takes Kt. 14. P. takes Kt. B. takes P. 15. B. takes P. (check) K. takes B. 16. R. takes B. K. R. to K. square 17. Kt. to K. Kt. third. (If 17. K. R. to Q. square B. to Kt fifth, ch.) 17. B. to K. B. third. Now, 18. Kt. to K. R. fifth would be followed by 18. B. to Q.'s fifth 18. Kt. to K. B. fifth by 18. B. to K. fourth 19. P. to K. Kt. third and 18 P. to K. Kt. third K. R. to Q. square by 18. B. to K. fourth 19. Kt. to K. B. fifth P. to K. Kt. third after which White could not play 20. Kt. takes Q. P. without losing a piece by 20. B. to K. B. fifth (check) 21. K. to Kt. square R. takes R. 22. B. takes R. The situation of this end-game would then be very favorable to the Bishop, which Black would oppose to the adverse Kt.

13. P. to Q. R. third

An indispensable measure of precaution before playing the K. R.

14. P. to Q. R. fourth K. R. to K. square

This move completes Black's defence. To 15. Q. Kt. to Q. fifth he would now reply successfully 15. B. takes Kt. 16. Kt. to Q. 2nd, *coup juste* P. takes B. and to 15. K. Kt. to Q. fifth by 15. B. takes Kt. 16. Kt. to Q. second P. takes B. 17. B. to K. R. fifth P. to K. B. fourth 18. Kt. to K. B. third Kt. to K. fourth

15. P. to K. Kt. third P. to K. R. third
16. K. Kt. to Q. fifth B. takes Kt.
17. P. takes B. P. to K. Kt. fourth
18. B. to K. B. fifth

The move 18. Kt. to K. R. fourth P. to K. B. fourth would entail 18.

To 18.—P. to K. R. fourth——— the reply would be 18.—P. to K. Kt. fifth——— and if then 19.—P. to K. R. fifth——— or 19.—B. to K. B. fifth——— the response would be 19.—B. to K. B. square.

18.		Kt. to K. R. fourth
19.	P. to K. R. fourth	Kt. to Kt. second

And the game is very nearly equal.

C. F. DE JAENISCH.

[The author of this admirably exhaustive analysis, requests us to make the following corrections:—Page 357, line 1 from the bottom, for "10.—Q. to Q. second——P. to Q. fourth, correct move" read "10, Q. to Q. second (best)——P. to Q. fourth" Page 357, line 5 from the bottom, for "*c.* p. 339," read "*c.* I. p. 241." Page 359, line 6 from the bottom, for "advantageous to Q. Kt. fifth," read "advantageously to Q. R. fourth." Page 361, line 5 from the bottom, omit the words "*coup juste.*"]

GAMES.

The four following games were played in the contest for the British Challenge Cup during the past few weeks.

Game CXI.

(Philidor's Defence.)

Black. (Mr. De Vere.)	*White.* (Mr. Lord.)
1. P. to K. fourth	P. to K. fourth
2. Kt to K. B. third	P. to Q. third
3. P. to Q. fourth	Kt. to Q. second

[Mr. Lord appears to have lost time by this unusual move.]

4. P. takes P.	

[Mr. Jaenisch thinks it undesirable for the first player to exchange Pawns here, because it serves to free the adverse game.]

4.	P. takes P.
5. B. to Q. B. fourth	B. to Q. third
6. Castles	Kt. to K. B. third
7. B. to K. Kt. fifth	Castles
8. Kt. to Q. B. third	P. to Q. Kt. third
9. B. to Q. fifth	B. to Q. R. third
10. B. takes R.	B. takes R.
11. B. to Q. B. sixth	B. to Q. R. third
12. B. takes Q. Kt.	Q. takes B.
13. B. takes Kt.	P. takes B.
14. Kt. to K. R. fourth	K. to R. square
15. Kt. to K. B. fifth	R. to K. Kt. square
16. Q. to K. R. fifth	

[Kt. to Q. fifth would have been very much more troublesome to White than this.]

16.	B. to Q. B. fifth
17. R. to Q. square	B. to K. third
18. Q. to K. R. fourth	R. to K. Kt. third
19. Kt. takes B.	

[Again we should have preferred Kt. to Q. fifth.]

19.	P. takes Kt.
20. P. to K. B. fourth	B. to Q. B. fifth
21. P. to B. fifth	R. to Kt. fourth
22. P. to Q. Kt. third	B. to Q. R. third
23. Q. to K. R. sixth	Q. to Q. square
24. Kt. to Q. fifth	B. to K. seventh
25. Kt. takes K. B. P.	R. to Kt. second
26. R. to Q. second	

[He could, evidently, have taken the Q.'s Pawn with his Rook, following that, if White took the Rook, with 27. Q. takes R. (check), 28. Kt. to K. eighth (check), and 29. Kt. takes Q.; but we think Mr. De Vere did right in waiting for some more substantial advantage from his fine attack.]

26.	B. to K. Kt. fifth
27. K. to R. square	Q. to K. second
28. P. to K. R. third	B. takes K. B. P.
29. P. takes B.	P. to K. fifth
30. R. to K. second	P. to Q. fifth
31. Kt. takes Q. P.	Q. to K. fourth
32. P. to Q. B. fourth	Q. takes K. B. P.
33. Q. to K. B. fourth	Q. takes Q.
34. Kt. takes Q.	P. to K. B. fourth
35. P. to K. Kt. fourth	P. takes P.
36. R. takes K. P.	P. takes P.
37. R. to K. eighth (check)	

And White shortly afterwards resigned.

Game CXII.

(French Opening.)

Black. (Mr. Wisker.)	*White.* (Mr. Blackburne)
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. P. takes P.	P. takes P.
4. Kt. to K. B. third	Kt. to K. B. third
5. B. to Q. third	B. to Q. third
6. Castles	Castles
7. B. to K. third	B. to K. third
8. P. to Q. Kt. third	Q. Kt. to Q. second
9. P. to Q. B. fourth	P. to Q. B. third
10. Kt. to Q. B. third	R. to Q. B. square
11. P. to Q. B. fifth	B. to Q. Kt. square
12. Q. to Q. B. second	R. to K. square
13. P. to K. R. third	Kt. to K. B. square
14. Kt. to K. fifth	K. Kt. to Q. second
15. P. to K. B. fourth	P. to K. B. third
16. Kt. takes Kt.	B. takes Kt.
17. Q. R. to K. square	Q. to Q. B. second
18. P. to Q. Kt. fourth	R. to K. second
19. B. to K. B. fifth	Q. R. to K. square
20. B. takes B.	Kt. takes B.
21. B. to Q. second	P. to K. Kt. third
22. R. takes R.	R. takes R.
23. Q. to Q. square	Kt. to B. square
24. Q. to K. B. third	Kt. to K. third

[It is not often one meets with a game so featureless as this. Up to the present, the 24th move, there has not been a single point of interest in the contest.]

25. B. to K. third	Kt. to Kt. second
26. P. to K. Kt. third	P. to K. R. fourth

27. P. to Q. R. fourth	P. to K. R. fifth
28. P. to K. Kt. fourth	P. to K. Kt. fourth
29. Kt. to K. second	R. to K. fifth
30. Kt. to Q. B. third	R. to K. second

[It has been suggested that Mr. Blackburne might have obtained a superior game by sacrificing the exchange here. We doubt, however, the policy of leaving the Rook. In the first place, Black need not accept the sacrifice, but after—

30. P. takes K. B. P.

retreat, for the moment, his Bishop to K. B. second. In the second place suppose him to take the Rook—

30. P. takes K. B. P.
31. Kt. takes R. P. takes B.

Taking the Knight would be evidently unwise.

32. Kt. to Q. sixth

And what equivalent has White for the lost exchange?]

31. Kt. to K. second	R. to K. fifth
32. Kt. to B. third	R. to K. square
33. B. to Q. second	Kt. to K. third
34. Q. to Q. third	K. to Kt. second
35. Kt. to K. second	P. takes P.
36. B. takes P.	Q. to K. second
37. B. takes B.	R. takes B.
38. R. to K. B. second	

Drawn Game.

Game CXIII.

(Ruy Lopez Knight's Opening.)

White, (Mr. Blackburne.)	*Black*. (Mr. Wisker.)
1. P. to K. fourth	P. to K. fourth
2. Kt. to K. B. third	Kt. to Q. B. third
3. B. to Q. Kt. fifth	P. to Q. R. third
4. B. to Q. B. fourth	Kt. to K. B. third
5. P. to Q. third	P. to Q. Kt. fourth
6. B. to Q. Kt. third	P. to Q. third
7. P. to Q. B. third	B. to K. second
8. P. to Q. R. third	

[Mr. Blackburne plays through this opening very much below his usual pitch.]

8.	Castles
9. Castles	P. to Q. fourth
10. P. takes P.	Kt. takes P.
11. Q. to K. second	B. to K. B. third
12. B. to K. third	B. to K. B. fourth
13. B. to Q. B. second	R. to K. square
14. Q. Kt. to Q. second	B. to K. Kt. third
15. K. R. to K. square	B. to K. second

16. Q. Kt. to K. B. square	P. to K. B. fourth
17. Q. R. to Q. square	P. to K. B. fifth
18. B. to Q. B. square	B. to Q. B. fourth
19. Q. Kt. to Q. second	P. to Q. Kt. fifth

[This move must have had an object, but we have tried in vain to find out what that object was. The only end it really answered was to change a very fair position into a hopelessly bad one.]

20. B. to Q. R. fourth	Q. to K. B. third
21. Kt. to K. fourth	B. takes Kt.
22. Q. takes B.	Q. R. to Q. square
23. Q. to Q. B. fourth.	

And White wins.

Game CXIV.

(French Opening.)

White. (Mr. Lord.)	*Black.* (Mr. Blackburne.)
1. P. to K. fourth	P. to K. third
2. P. to Q. fourth	P. to Q. fourth
3. Kt. to Q. B. third	B. to Q. Kt fifth
4. B. to Q. third	P. to Q. B. fourth
5. P. to Q. R. third	B. takes Kt. (check)
6. P. takes B.	P. to Q. B. fifth
7. B. to K. second	Kt. to Q. B. third
8. P. takes P.	P. takes P.
9. B. to K. B. third	Kt. to K. B. third
10. B. to K. Kt. fifth	B. to K. third
11. Kt. to K. second	P. to K. R. third
12. B. to K. third	Castles
13. R. to Q. Kt. square	P. to Q. Kt. third
14. P. to K. R. third	Q. to Q. third
15. Q. to Q. B. square	Q. R. to K. square
16. Castles	Kt. to K. second
17. B. to K. B. fourth	Q. to Q. second
18. Kt. to K. Kt. third	Kt. to K. Kt. third
19. K. B. to K. R. fifth	Kt. takes K. B.
20. Kt. takes Kt.	B. takes K. R. P.
21. B. takes K. R. P.	

[He could not safely win the Bishop; for if –

21. P. takes B.	Q. takes P.

And Black must always regain the Piece after winning two Pawns.]

21.	Q. to K. Kt. fifth
22. Q. to K. Kt. fifth	Q. takes Q.
23. B. takes Q.	B. to K. B. fourth
24. R. to Q. Kt. fifth	P. to K. B. third
25. B. to K. B. fourth	

[Was this a miscalculation? White could hardly have intended to sacrifice a Piece.]

25.	B. to K. Kt. fifth
26. B. to Q. sixth	B. takes Kt.
27. B. takes R.	Kt. takes B.
28. R. takes Q. P.	B. to K. B. second
29. R. to Q. sixth	B. to K. Kt. third
30. R. to Q. B. square	R. to Q. B. square
31. R. to K. square	K. to B. second
32. R. to K. second	B. to B. fourth
33. P. to K. B. third	B. to Q. second
34. P. to K. Kt. fourth	R. to K. square
35. R. to K. fourth	R. to K. second
36. P. to K. Kt. fifth	P. takes P.
37. P. to Q. fifth	R. to K. square
38. K. to B. second	P. to K. Kt. fifth
39. R. takes B. (check)	Kt. takes R.
40. R. takes Q. B. P.	Kt. to K. B. third
41. R. to B. seventh (check)	R. to K. second
42. P. to Q. sixth	R. to Q. second
43. P. takes P.	Kt. takes P. (check)
44. K. to Kt. third	Kt. to B. third
45. K. to R. fourth	K. to K. third
46. R. to Q. B. fourth	K. to B. fourth
47. R. to Q. R. fourth	P. to Kt. fourth (check)
48. K. to Kt. third	Kt. to K. fifth (check)
49. K. to Kt second	P. to Q. R. fourth
50. R. to Q. B. fourth	R. takes P.

And after a few more moves White surrendered.

Correspondence.

To the Editors of the "Chess World."

Gentlemen,—Pardon me the liberty of directing your attention to the *errata* which have crept into the translation of my letter on Mr. Paulson's opening, in the November number of the *Chess World*, of 1868.

Page 291, lines 10 and 11 from the top, for "at the beginning, which avoids the danger of the Q.'s Gambit. or ignores its existence," read, "of such beginners as suppose the Q.'s Gambit dangerous, or even ignore its existence."

Page 291, line 20, for "borders on," read "ended in."

Page 296, line 12, for "12. ——— Castles Q. R.," read "11. ——— Castles Q. R."

As these errors are of a nature to embarrass the reader, you will oblige me much by correcting them.—Yours, &c.,

C. F. de Jaenisch.

St. Petersburgh,
22nd January, 1869.

A PLEA FOR QUICKER PLAY IN CHESS TOURNAMENTS.

To the Editors of the "Chess World."

Gentlemen—It cannot, I think, be denied that the principal cause which, hitherto, has retarded the spread of Chess in Great Britain and Ireland, is the impression which has gone abroad amongst general Chess Society, as well as amongst a portion of the uninitiated public, that to play a game of Tournament Chess requires, under the usual time limits, several hours of continuous sitting.

Tales, and true ones, of 10, 12, perhaps 15 hours, without interruption —*upwards of a whole day!—over a single game*, have startled and dismayed many a would be player, who not having the time or *physique* for so terribly prolonged sittings, has recourse to offer recreations, not involving so great a tax on his time, patience and strength. Many an amateur player knowing this, and who otherwise would win prizes, ceases to practise, or go in for them; and many a non-player also knowing this, refrains from learning the game.

Now the remedy for this state of things is very easy, and is in the hands of Chess-players themselves, particularly of the Committees who organise Tournaments.

Chess, since the adoption of Sand-glasses, has been recovering, yet slowly, from the shock it received during many previous years by the disease of very slow play.

The existence of this disease, and the necessity for its removal, have been already admitted by the introduction of these glasses, but the remedy up to this has not been fully enough applied.

The London Congress Committee of 1862 fixed *ten* moves per hour as the time limit; the Dublin Challenge Cup Committee, in 1868, improved on that, by fixing upon *twelve* moves; and the British Chess Association, in 1868 also, to its credit, further improved on that in some of the Tournaments, by fixing upon a still faster rate of play, viz., *fifteen* moves per hour.

But the Chess Surgeons will have to go yet deeper with the knife! Ten, twelve, or even fifteen moves per hour, I submit, is much too slow a pace. Chess Committees will, I hope, go on further improving, by lessening the time limit, until they fix upon 20, 24, or perhaps 30, moves to be made per hour. When they do this, they will find that Chess Tournaments will be terminated much quicker than they are at present, and that many players who do not now enter them for want of the time demanded, and in dread of such prolonged sittings, will do so in future.

The fact, moreover, of the London Committees fixing upon a more rapid rate of play, will strengthen the hands of those players in the provinces and the sister countries who are willing to adopt quicker play,

as they can then point to the new and faster rate adopted by the chief London Chess Circles.

Besides, slow Tournament Chess produces slow Club Chess, slow Club Chess causes slow private Chess, and slow private Chess frightens off recruits from the army of Chess-players.

Popularise the Chess army, by making its rules and its practices compatible with the claims on every day life, and its ranks will always be full. Thus is it, that things and persons act and re-act on each other; thus is it, that games and amusements flourish or decay.

It may be said that some players are naturally slow, and would unjustly suffer if too rapid a pace of play were in vogue; but the answer to this is, that some players are naturally rapid ones, and could play as well—perhaps better—at a pace of 30 moves per hour as at 12. It is these *latter* players who now unjustly suffer, and why should they be called on almost altogether to give way to the wishes of their slower brethren. Let each party, the slow as well as the quick player, give way a little in their respective views.

The fair way, then, would be to adopt a much quicker mean than the present one, between the rapid player and the slow one, by fixing the pace for play in all leading Chess Tournaments for the future at *twenty-four moves per hour for each player*.

Quick perception at Chess is one of the greatest qualities of a Chess-player! Why, then, should it be so much ignored as it is at present by pulling it down too low to meet the level of the very slow player? Lower the fast player a good deal by all means, but also raise the slow player by compelling him to meet the fast one half way, to split the difference, to play faster.

If one resist the temptation to play too slow, he will fall into the right and fair pace, the medium one, which will soon come naturally to him. Quick thinking and prompt action can be brought about by training and determination. Gather up the threads of your reasoning promptly, and when you have hold of them don't let them go, and then there will be no necessity for looking after them again; in other words, of re-perusing your variations, dreaming them over, and Chessplaying is but a series of reasonings.

Slow play is as much a formed habit as a real necessity with many players. It grows on one! Many slow players mentally go over the same variations several times, and they stop too long to test lines of play, as if it were a game by correspondence that they were playing, in place of a game over the board.

But, after all, it is not so much a question between the fast and the slow player that we have to regard, as the expediency and necessity of looking at the game of Chess in a practical point of view, so as to suit

the convenience of the many, without lowering the average standard of excellence of the games produced. In the interests of Chess is it not high time that we should do so, that we should considerably curtail the number of hours at present granted to play a game of Chess, when contending for the principal prizes and Chess honors in these countries?

We have occupations to attend to, other interests to look after, homes to claim us for at least a fair proportion of our leisure hours. We cannot make the Sun stand still until our stretched out game is over. Time and Tide wait for no man! Most Chess-players have two or three hours frequently to spare—and rightly so, for we busy heads must at times have recreation of some kind or another—but they have not from eight to fifteen hours to spend on a single game in a single day, and thus numbers of players are debarred—against all the interests of Chess—from entering the Tournaments for our Chief Club and National honors.

Nor is there, as I trust I will be able to show further on, any necessity for too slow a pace.

Many players may, perhaps, think that I am proposing too rapid a rate for serious Match or Tournament play, for what is called "difficult Chess:" but I would ask such, *what was the rate of play in the celebrated Anderssen—Morphy Match* in Paris, 1858, between two first-rate players, with the eyes of the whole Chess World upon them, with their respective chess reputations at stake, in a Match producing first-class Chess? It was—fractions omitted—*Twenty-four moves played by each player per hour! i.e.*, a game of say 24 moves on each side—total 48 moves—lasted but two hours, twice as fast as the mean of ordinary time limits for Tournaments.

Now, probably, most players are not aware of this, and may, at least I hope they will, hold my view when they hear of that fact.

It was only the other day that I for the first time knew of it, as I came across a Chess Book which gave me this intelligence in regard to the time spent on the games in the above Match, and I was glad to see it, because it proved to me that my idea of more rapid play is not a chimerical one for Tournament and good chess, and that players of the highest order have already, in an important Match, adopted the rate I have suggested.

Messrs. Morphy and Anderssen played, in their set Match, Eleven games. I do not include any of their subsequent off-hand ones.

The average number of moves in each game was 88 (44 on each side). There were two very long games, between 70 and 80 moves on each side, and yet these 11 games were played in 48 hours, or a little over an average of 4½ hours to each game, or about the scale at A below.

Now the average duration of a Tournament game of this mere ordinary length of 44 moves, would on the different usual time limits, be as follows, fractions omitted, viz:—

A. 44 moves on each side, at 24 moves per hour, would be about 4 hours per game.
B. „ „ 15 „ „ 6 „
C. „ „ 12 „ „ 8 „
D. „ „ 10 „ „ 9 „
A. The Morphy-Anderssen scale, is the one I suggest for adoption.
B. Was the scale in use in some of the London Prizes for 1868-69.
C. „ „ for the Dublin Challenge Cup.
D. „ „ for the London „

If no game surpassed 44 moves on each side, we should know that a game never would go beyond nine hours (that would be a long sitting), even if we adopted *the slowest* scale above, viz., ten moves per hour for each player. But, unfortunately, we never can tell the extent a game may go to. There were two games in the Morphy-Anderssen Match of 70 and 80 moves each, and in a crowded Tournament there might be many such long games, and a possibility of some longer ones.

Supposing we take game the tenth in the match, as an example, it was 77 moves on each side.

77 Moves on each side, were played by Anderssen and Morphy in 6 hours.
77 „ at 24 moves per hour, would be about 6½ hours for each game.
77 „ at 15 „ „ 10 „
77 „ at 12 „ „ 13 „
77 „ at 10 „ „ 15½ „

Such long periods of time, as from ten to fifteen hours, can be spared but by few players *in a single day!* I say single day, because I assume that the wish of the players would be to comply with the usual Tournament Rules, laid down *to play the game out at a sitting*, and rightly so, since adjourned games are no longer games *over the board*, and consequently not mental Chess.

To bring the case of a long game home, and make it more apparent, suppose two players meet at 3 o'Clock in the afternoon—an average hour, not very early nor very late—to play their Tournament game. A long tough game ensues of the length above quoted, 77 moves on each side.

The game would not be concluded,

On the 15 move per hour scale, till One o'Clock the next Morning—10 hours duration!
„ 12 „ „ Four „ „ —13 „ !!
„ 10 „ „ ½ past Six „ „ —15½ „ !!!

Compare such lengthened games of 10, 13, and 15½ hours duration—and they might possibly be longer—with the following observation from Mr. Walker's admirable little Chess Treatise, 3rd Edition, page 33, where it is said, "an hour to an hour and a half is *the fair average time* of duration for a game. Two such games are Chess enough for one day."

Now the above long game of 77 hours, commenced at 3 o'Clock in the Afternoon, would, on the scaled I suggest—24 moves per hour—be completed at half-past Nine o'Clock in the Evening—6½ hours—or for players otherwise engaged during the day, and who could not commence till

five o'Clock, at half-past Eleven in the Evening. This is the *long game*, but *the average* game in the Morphy—Anderssen Match, of 44 moves on each side, would in the one case be over at 7 o'Clock, and in the other, at 9 o'Clock—4 hours.

So that the summing up of the argument is this, let the average Tournament game be completed in one sitting in about 4 hours, and the probably longest, 6½ hours, instead of as at present from 6 to 9 hours for the former, and from 10 to 15 hours for the latter! with a possibility of having to play five such games per week, in pursuance with the usual rules of the Tournaments.

Even in a game by correspondence, after hours have sometimes been spent over a single move, the best move is not always made, showing how hopeless it is in a game over the board to expect to make the very best move always. The Chess-board, it is said, could give the finest player that ever moved a Knight the odds of that piece, and therefore, no matter how long we took to calculate our move over the board, we could not hope to play the game throughout to perfection. Therefore is it incumbent on all Chess-players to meet the question of obviating slow play, guided by the following three main considerations:—

1.—To fix upon a time limit of general practical average convenience, in point of duration of game.

2.—An average time limit that will be neither too slow nor too fast, but that will give a fair time to examine the various positions that arise, long enough to produce a good game, and to suit the average Chess capacity.

3.—To bear in mind that the player who can produce a game nearest to Chess perfection, in the shortest time, is the party to whom Chess prizes and honors should most equitably fall.

I think that the justice of these three positions will be admitted, and I opine that the time limit I suggest in this memorandum will meet the case, because it has already fulfilled all the above conditions, as shewn by the Morphy-Anderssen games.

Why should Chess be limited to the comparatively few by reason of these unnecessary prolonged time limits, when by different and more salutory regulations it would, in all probability, become the game, I will not say of the many, but at least of many more persons than at present? And if it even did not quite fulfil our expectations on that head, we should at all events have the consolation of knowing that we removed one of the greatest bars to that consummation.

From the foregoing reasons, and from the fact of Messrs. Morphy and Anderssen having played in six hours, a game which on some of the usual time limits might have lasted 13 or 15 hours, I think that it will be admitted, that there will no longer be any necessity to retain the standards

of 10, 12, or 15 moves per hour limits, which are all too slow, and that it is expedient and advisable to quicken the pace.

If otherwise, many devotees of Chess will have recourse to other games; Chess Tournaments will continue to be hard to be got through from want of time, and games will be adjourned. But let the time allowed for playing a game be shortened, let players have to make 24 moves per hour each, and all will be changed for the better. The Eighth-hour game—on the 12 moves per hour limit for example—will then become the four-hour one, the four-hour the two. Players, generally, will then be much more willing to enter Tournaments so organised, than they are at present, and the tourneys themselves will be finished off *in about half the present time:* the standard of Chess excellence will not be lowered, as shewn by the Morphy-Anderssen Match—and, as some of the greatest oversights have occurred in long protracted sittings. A better and more popular, because more practical, character, would thus henceforward be given to Chess, and the numbers of Club Members, would be increased in consequence of the stimulus thus given to quicker play, and from the certainty that a good game of Tournament Chess would be played within the rational limits of the spare hours of a day. There would be more Matches, more Tournaments, more practice, in short—more Chess, induced by the new character that it would obtain in society generally, no longer set down as the game of a few only, because held to require so great an expenditure of time over a single game, which few relish, and fewer still can command.

In conclusion, I would observe that some of the best Chess-players have been the quickest. La Bourdonnais, one of the finest players that ever scanned a board, was also one of the most rapid.

The time limit, that I suggest of twenty-four moves per hour for each player in Tournament games for the future, cannot be said to even border upon that usually spent upon what are called "skittling games," which I fancy are generally three or four, perhaps five or six times faster. I advocate not these games, which are always full of mistakes, but apart from this, I am fortified in my view by the fact above quoted that the mean of the time adopted in the memorable match of Mr. Morphy against Herr Anderssen was 24 moves per hour, and *that* was no "skittling" match, nor were the games poor ones in proportion to the chess strength of the players. An example worthy of imitation by all Chess-players, safe for adoption even in a match, free from the danger of necessarily producing more inferior games than at present, and a matter of vital necessity, if chess is to prosper and spread amongst the peoples of the British Isles, nay, even to hold its own amongst their many other recreations and amusements.—I remain, Gentlemen, very truly yours,

"LAMBDA."

Solutions of Problems

In the February and March Numbers.

No. LXIX.

1. R. to Q. B. fourth — K. takes R.

[If he move his King then follow 2. Kt. checks, and 3. Q. mates.]

2. B. to Q. B. third — K. takes B.
3. Q. mates.

No. LXX.

1. Q. to Q. B. square — K. takes B.

[If he take the Kt. with Pawn, then follow 2. Q. to Q. R. square, &c. If he take Bishop with Bishop, then follow 2. Kt. to Q. seventh, and mate next move.]

2. Q. to K. R. square — Any move
3. Q. mates.

No. LXXI

1. R. to K. R. second — B. takes P.

[If he move B. to K. seventh, then we have 2. Q. to K. Kt. square (check) and mate next move. If he play B. to K. R. sixth, then follow 2. R. takes B., &c.]

2. Q. to Q. R. eighth — Anything
3. Q. mates.

No. LXXII.

1. R. to Q. fourth — P. takes R.

[If B. takes B., &c., then White play 2. R. to Q. square, and mate next move.]

2. B. takes B. — P. moves
3. B. takes P. mate.

No. LXXIII.

1. R. to K. B. second — P. takes P.

[If Q. to K. Kt. square, then follow 2. B. to K. seventh, &c. If P. to Q. seventh, then 2. B. to Q. fifth, &c.]

2. B. to Q. fifth — Q. takes B.
3. R. to K. B. fifth, and mate next move.

LXXIV.

1. B. to Q. Kt. second — R. takes Kt.
2. R. to Q. Kt. eighth — K. takes B.

[If B. takes P. (check) then comes 2. K. to Q. fifth, dis. check.]

3. Kt. to Q. fourth — K. moves
4. Mate.

No. LXIX.

1. R. to Q. B. fourth — K. takes R. or (A)
2. B. to Q. B. third — K. takes B.
3. Q. mates.

(A)

1. — K. moves
2. Kt. checks — K. moves
3. Q. mates.

No. LXX.

1. Q. to Q. B. square — K. takes B.

[If P. takes Kt., then White plays 2. Q. to Q. R. square, &c. If B. takes B., he plays 2. Kt. to Q. seventh, &c.]

2. Q. to K. R. square — Any move
3. Q. mates.

No. LXXI.

1. R. to K. R. second — B. takes P. or (A)
2. Q. to Q. R. eighth — Any move
3. Q. mates.

(A)

1. — B. to K. seventh or (B)
2. Q. to Kt. square (check) — B. to Kt. fifth
3. Q. to K. third, mate.

(B)

1. — B. to R. sixth
2. R. takes B. — K. moves
3. Q. to Kt. second, mate.

No. LXXII.

1. R. to Q. fourth — P. takes R. or (A)
2. B. takes B. — P. moves
   B. takes P., mate.

(A)

1. — B. to B. sixth
2. Q. to Kt. square — Any move
3. Mates.

Problem LXIX.—By Mr. Hopwood.

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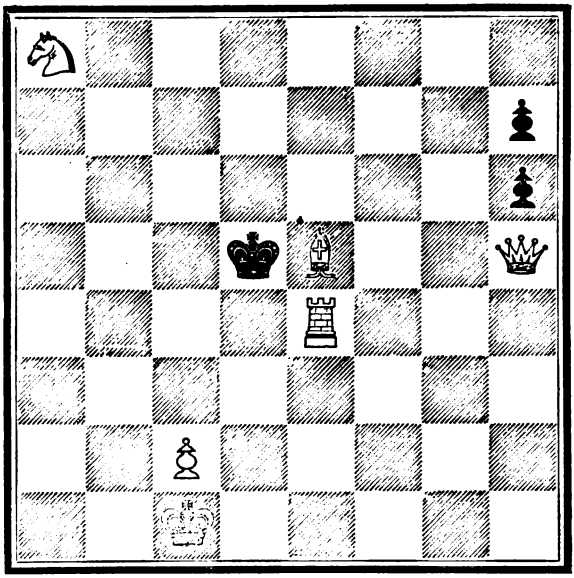

WHITE.

White to play and mate in three moves.

Problem LXX.—By Mr. J. C. Warner.

(From "American Chess Nuts.")

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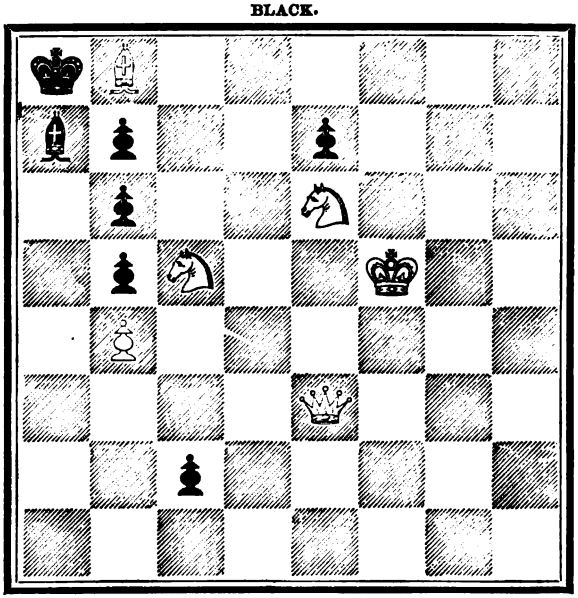

WHITE.

White to play and mate in three moves.

Problem LXXI.—By Mr. G. N. CHENEY.

(From "American Chess Nuts.")

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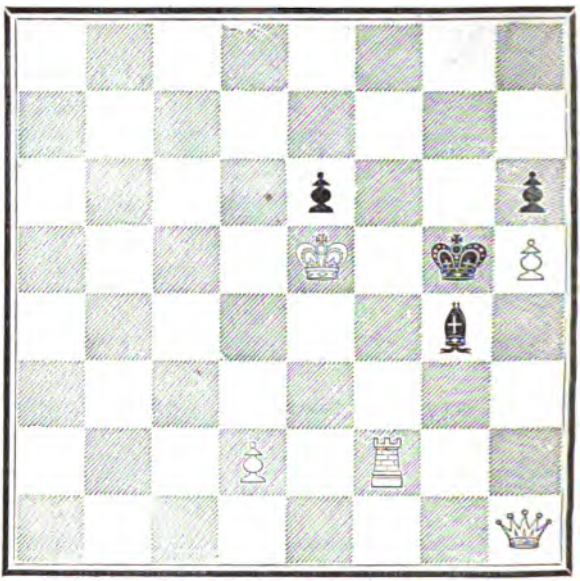

WHITE.

White to play and mate in three moves.

Problem LXXII.—By Mr. G. N. CHENEY.

(From "American Chess Nuts.")

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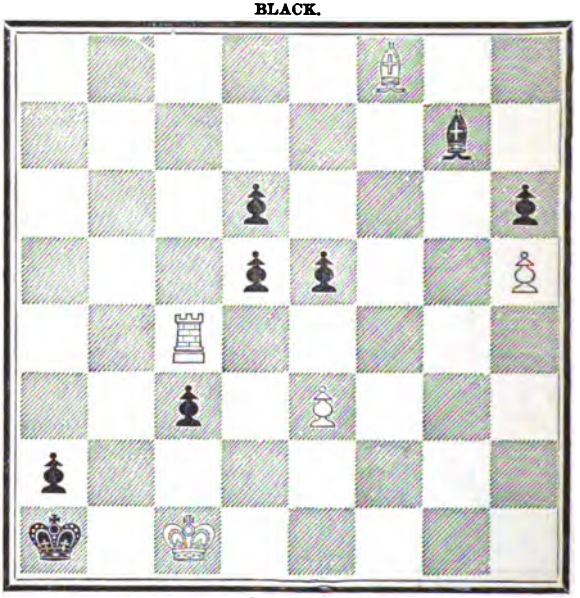
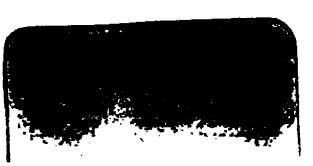


WHITE.

White to play and mate in three moves.

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